

Package ‘scales’

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Title Scale Functions for Visualization

Description Graphical scales map data to aesthetics, and provide methods for automatically determining breaks and labels for axes and legends.

URL <https://github.com/hadley/scales>

BugReports <https://github.com/hadley/scales/issues>

Depends R (>= 2.13)

Imports RColorBrewer, dichromat, plyr, munsell (>= 0.2), labeling, Rcpp, R6, viridisLite

LinkingTo Rcpp

Suggests testthat (>= 0.8), bit64, covr, hms

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abs_area	<i>Point area palette (continuous), with area proportional to value.</i>
----------	--

Description

Point area palette (continuous), with area proportional to value.

Usage

```
abs_area(max)
```

Arguments

max	A number representing the maximum size.
-----	---

alpha	<i>Modify colour transparency. Vectorised in both colour and alpha.</i>
-------	---

Description

Modify colour transparency. Vectorised in both colour and alpha.

Usage

```
alpha(colour, alpha = NA)
```

Arguments

colour	colour
alpha	new alpha level in [0,1]. If alpha is NA, existing alpha values are preserved.

Examples

```
alpha("red", 0.1)
alpha(colours(), 0.5)
alpha("red", seq(0, 1, length.out = 10))
```

area_pal	<i>Point area palette (continuous).</i>
----------	---

Description

Point area palette (continuous).

Usage

```
area_pal(range = c(1, 6))
```

Arguments

range	Numeric vector of length two, giving range of possible sizes. Should be greater than 0.
-------	---

as.trans	<i>Convert character string to transformer.</i>
----------	---

Description

Convert character string to transformer.

Usage

as.trans(x)

Arguments

x	name of transformer
---	---------------------

asn_trans	<i>Arc-sin square root transformation.</i>
-----------	--

Description

Arc-sin square root transformation.

Usage

asn_trans()

atanh_trans	<i>Arc-tangent transformation.</i>
-------------	------------------------------------

Description

Arc-tangent transformation.

Usage

atanh_trans()

boxcox_trans	<i>Box-Cox power transformation.</i>
--------------	--------------------------------------

Description

Box-Cox power transformation.

Usage

```
boxcox_trans(p)
```

Arguments

p	Exponent of boxcox transformation.
---	------------------------------------

References

See http://en.wikipedia.org/wiki/Power_transform for

brewer_pal	<i>Color Brewer palette (discrete).</i>
------------	---

Description

Color Brewer palette (discrete).

Usage

```
brewer_pal(type = "seq", palette = 1, direction = 1)
```

Arguments

type	One of seq (sequential), div (diverging) or qual (qualitative)
palette	If a string, will use that named palette. If a number, will index into the list of palettes of appropriate type
direction	Sets the order of colors in the scale. If 1, the default, colors are as output by brewer_pal . If -1, the order of colors is reversed.

References

<http://colorbrewer2.org>

Examples

```

show_col(brewer_pal()(10))
show_col(brewer_pal("div")(5))
show_col(brewer_pal(palette = "Greens")(5))

# Can use with gradient_n to create a continuous gradient
cols <- brewer_pal("div")(5)
show_col(gradient_n_pal(cols)(seq(0, 1, length.out = 30)))

```

cbreaks

Compute breaks for continuous scale.

Description

This function wraps up the components needed to go from a continuous range to a set of breaks and labels suitable for display on axes or legends.

Usage

```
cbreaks(range, breaks = extended_breaks(), labels = scientific_format())
```

Arguments

range	numeric vector of length 2 giving the range of the underlying data
breaks	either a vector of break values, or a break function that will make a vector of breaks when given the range of the data
labels	either a vector of labels (character vector or list of expression) or a format function that will make a vector of labels when called with a vector of breaks. Labels can only be specified manually if breaks are - it is extremely dangerous to supply labels if you don't know what the breaks will be.

Examples

```

cbreaks(c(0, 100))
cbreaks(c(0, 100), pretty_breaks(3))
cbreaks(c(0, 100), pretty_breaks(10))
cbreaks(c(1, 100), log_breaks())
cbreaks(c(1, 1e4), log_breaks())

cbreaks(c(0, 100), labels = math_format())
cbreaks(c(0, 1), labels = percent_format())
cbreaks(c(0, 1e6), labels = comma_format())
cbreaks(c(0, 1e6), labels = dollar_format())
cbreaks(c(0, 30), labels = dollar_format())

# You can also specify them manually:
cbreaks(c(0, 100), breaks = c(15, 20, 80))
cbreaks(c(0, 100), breaks = c(15, 20, 80), labels = c(1.5, 2.0, 8.0))

```

```
cbreaks(c(0, 100), breaks = c(15, 20, 80),
labels = expression(alpha, beta, gamma))
```

sensor	<i>Censor any values outside of range.</i>
--------	--

Description

Censor any values outside of range.

Usage

```
sensor(x, range = c(0, 1), only.finite = TRUE)
```

Arguments

x	numeric vector of values to manipulate.
range	numeric vector of length two giving desired output range.
only.finite	if TRUE (the default), will only modify finite values.

Examples

```
sensor(c(-1, 0.5, 1, 2, NA))
```

col2hcl	<i>Modify standard R colour in hcl colour space.</i>
---------	--

Description

Transforms rgb to hcl, sets non-missing arguments and then backtransforms to rgb.

Usage

```
col2hcl(colour, h, c, l, alpha = 1)
```

Arguments

colour	character vector of colours to be modified
h	new hue
c	new chroma
l	new luminance
alpha	alpha value. Defaults to 1.

Examples

```
col2hcl(colors())
```

colour_ramp	<i>Fast color interpolation</i>
-------------	---------------------------------

Description

Returns a function that maps the interval [0,1] to a set of colors. Interpolation is performed in the CIELAB color space. Similar to `colorRamp(space = 'Lab')`, but hundreds of times faster, and provides results in "#RRGGBB" (or "#RRGGBBAA") character form instead of RGB color matrices.

Usage

```
colour_ramp(colors, na.color = NA, alpha = FALSE)
```

Arguments

colors	Colors to interpolate; must be a valid argument to <code>col2rgb</code> . This can be a character vector of "#RRGGBB" or "#RRGGBBAA", color names from <code>colors</code> , or a positive integer that indexes into <code>palette()</code> .
na.color	The color to map to NA values (for example, "#606060" for dark grey, or "#00000000" for transparent) and values outside of [0,1]. Can itself be NA, which will simply cause an NA to be inserted into the output.
alpha	Whether to include alpha channels in interpolation; otherwise, any alpha information will be discarded. If TRUE then the returned function will provide colors in "#RRGGBBAA" format instead of "#RRGGBB".

Value

A function that takes a numeric vector and returns a character vector of the same length with RGB or RGBA hex colors.

See Also

[colorRamp](#)

col_numeric	<i>Color mapping</i>
-------------	----------------------

Description

Conveniently maps data values (numeric or factor/character) to colors according to a given palette, which can be provided in a variety of formats.

Usage

```
col_numeric(palette, domain, na.color = "#808080")

col_bin(palette, domain, bins = 7, pretty = TRUE, na.color = "#808080")

col_quantile(palette, domain, n = 4, probs = seq(0, 1, length.out = n + 1),
  na.color = "#808080")

col_factor(palette, domain, levels = NULL, ordered = FALSE,
  na.color = "#808080")
```

Arguments

palette	The colors or color function that values will be mapped to
domain	The possible values that can be mapped. For <code>col_numeric</code> and <code>col_bin</code> , this can be a simple numeric range (e.g. <code>c(0, 100)</code>); <code>col_quantile</code> needs representative numeric data; and <code>col_factor</code> needs categorical data. If <code>NULL</code> , then whenever the resulting color function is called, the <code>x</code> value will represent the domain. This implies that if the function is invoked multiple times, the encoding between values and colors may not be consistent; if consistency is needed, you must provide a non- <code>NULL</code> domain.
na.color	The color to return for NA values. Note that <code>na.color=NA</code> is valid.
bins	Either a numeric vector of two or more unique cut points or a single number (greater than or equal to 2) giving the number of intervals into which the domain values are to be cut.
pretty	Whether to use the function <code>pretty()</code> to generate the bins when the argument <code>bins</code> is a single number. When <code>pretty = TRUE</code> , the actual number of bins may not be the number of bins you specified. When <code>pretty = FALSE</code> , <code>seq()</code> is used to generate the bins and the breaks may not be "pretty".
n	Number of equal-size quantiles desired. For more precise control, use the <code>probs</code> argument instead.
probs	See <code>quantile</code> . If provided, the <code>n</code> argument is ignored.
levels	An alternate way of specifying levels; if specified, <code>domain</code> is ignored
ordered	If <code>TRUE</code> and <code>domain</code> needs to be coerced to a factor, treat it as already in the correct order

Details

`col_numeric` is a simple linear mapping from continuous numeric data to an interpolated palette.

`col_bin` also maps continuous numeric data, but performs binning based on value (see the `cut` function).

`col_quantile` similarly bins numeric data, but via the `quantile` function.

`col_factor` maps factors to colors. If the palette is discrete and has a different number of colors than the number of factors, interpolation is used.

The palette argument can be any of the following:

1. A character vector of RGB or named colors. Examples: `palette()`, `c("#000000", "#0000FF", "#FFFFFF")`, `topo.colors(10)`
2. The name of an RColorBrewer palette, e.g. "BuPu" or "Greens".
3. A function that receives a single value between 0 and 1 and returns a color. Examples: `colorRamp(c("#000000", "#FFFFFF"), interpolate="spline")`.

Value

A function that takes a single parameter `x`; when called with a vector of numbers (except for `col_factor`, which expects factors/characters), #RRGGBB color strings are returned.

Examples

```
pal <- col_bin("Greens", domain = 0:100)
show_col(pal(sort(runif(10, 60, 100))))

# Exponential distribution, mapped continuously
show_col(col_numeric("Blues", domain = NULL)(sort(rexp(16))))
# Exponential distribution, mapped by interval
show_col(col_bin("Blues", domain = NULL, bins = 4)(sort(rexp(16))))
# Exponential distribution, mapped by quantile
show_col(col_quantile("Blues", domain = NULL)(sort(rexp(16))))

# Categorical data; by default, the values being colored span the gamut...
show_col(col_factor("RdYlBu", domain = NULL)(LETTERS[1:5]))
# ...unless the data is a factor, without droplevels...
show_col(col_factor("RdYlBu", domain = NULL)(factor(LETTERS[1:5], levels=LETTERS)))
# ...or the domain is stated explicitly.
show_col(col_factor("RdYlBu", levels = LETTERS)(LETTERS[1:5]))
```

comma_format	<i>Comma formatter: format number with commas separating thousands.</i>
--------------	---

Description

Comma formatter: format number with commas separating thousands.

Usage

```
comma_format(...)  
  
comma(x, ...)
```

Arguments

...	other arguments passed on to <code>format</code>
x	a numeric vector to format

Value

a function with single parameter `x`, a numeric vector, that returns a character vector

Examples

```
comma_format()(c(1, 1e3, 2000, 1e6))
comma_format(digits = 9)(c(1, 1e3, 2000, 1e6))
comma(c(1, 1e3, 2000, 1e6))

# If you're European you can switch . and , with the more general
# format_format
point <- format_format(big.mark = ".", decimal.mark = ",", scientific = FALSE)
point(c(1, 1e3, 2000, 1e6))
point(c(1, 1.021, 1000.01))
```

cscale

Continuous scale.

Description

Continuous scale.

Usage

```
cscale(x, palette, na.value = NA_real_, trans = identity_trans())
```

Arguments

<code>x</code>	vector of continuous values to scale
<code>palette</code>	palette to use. Built in palettes: area_pal , brewer_pal , dichromat_pal , div_gradient_pal , gradient_n_pal , grey_pal , hue_pal , identity_pal , linetype_pal , manual_pal , rescale_pal , seq_gradient_pal , shape_pal , viridis_pal
<code>na.value</code>	value to use for missing values
<code>trans</code>	transformation object describing the how to transform the raw data prior to scaling. Defaults to the identity transformation which leaves the data unchanged. Built in transformations: asn_trans , atanh_trans , boxcox_trans , date_trans , exp_trans , hms_trans , identity_trans , log10_trans , log1p_trans , log2_trans , log_trans , logit_trans , probability_trans , probit_trans , reciprocal_trans , reverse_trans , sqrt_trans , time_trans .

Examples

```
with(mtcars, plot(displ, mpg, cex = cscale(hp, rescale_pal())))
with(mtcars, plot(displ, mpg, cex = cscale(hp, rescale_pal(),
  trans = sqrt_trans())))
with(mtcars, plot(displ, mpg, cex = cscale(hp, area_pal())))
with(mtcars, plot(displ, mpg, pch = 20, cex = 5,
  col = cscale(hp, seq_gradient_pal("grey80", "black"))))
```

date_breaks	<i>Regularly spaced dates.</i>
-------------	--------------------------------

Description

Regularly spaced dates.

Usage

```
date_breaks(width = "1 month")
```

Arguments

width	an interval specification, one of "sec", "min", "hour", "day", "week", "month", "year". Can be by an integer and a space, or followed by "s".
-------	---

date_format	<i>Formatted dates.</i>
-------------	-------------------------

Description

Formatted dates.

Usage

```
date_format(format = "%Y-%m-%d", tz = "UTC")
```

Arguments

format	Date format using standard POSIX specification. See strftime for possible formats.
tz	a time zone name, see timezones . Defaults to UTC

date_trans *Transformation for dates (class Date).*

Description

Transformation for dates (class Date).

Usage

```
date_trans()
```

Examples

```
years <- seq(as.Date("1910/1/1"), as.Date("1999/1/1"), "years")
t <- date_trans()
t$transform(years)
t$inverse(t$transform(years))
t$format(t$breaks(range(years)))
```

dichromat_pal *Dichromat (colour-blind) palette (discrete).*

Description

Dichromat (colour-blind) palette (discrete).

Usage

```
dichromat_pal(name)
```

Arguments

name Name of colour palette. One of: BrowntoBlue.10, BrowntoBlue.12, BluetoDarkOrange.12, BluetoDarkOrange.18, DarkRedtoBlue.12, DarkRedtoBlue.18, BluetoGreen.14, BluetoGray.8, BluetoOrangeRed.14, BluetoOrange.10, BluetoOrange.12, BluetoOrange.8, LightBluetoDarkBlue.10, LightBluetoDarkBlue.7, Categorical.12, GreentoMagenta.16, SteppedSequential.5

Examples

```
show_col(dichromat_pal("BluetoOrange.10")(10))
show_col(dichromat_pal("BluetoOrange.10")(5))

# Can use with gradient_n to create a continuous gradient
cols <- dichromat_pal("DarkRedtoBlue.12")(12)
show_col(gradient_n_pal(cols)(seq(0, 1, length.out = 30)))
```

discard	<i>Discard any values outside of range.</i>
---------	---

Description

Discard any values outside of range.

Usage

```
discard(x, range = c(0, 1))
```

Arguments

x	numeric vector of values to manipulate.
range	numeric vector of length two giving desired output range.

Examples

```
discard(c(-1, 0.5, 1, 2, NA))
```

div_gradient_pal	<i>Diverging colour gradient (continous).</i>
------------------	---

Description

Diverging colour gradient (continous).

Usage

```
div_gradient_pal(low = mns1("10B 4/6"), mid = mns1("N 8/0"),  
  high = mns1("10R 4/6"), space = "Lab")
```

Arguments

low	colour for low end of gradient.
mid	colour for mid point
high	colour for high end of gradient.
space	colour space in which to calculate gradient. Must be "Lab" - other values are deprecated.

Examples

```
x <- seq(-1, 1, length.out = 100)
r <- sqrt(outer(x^2, x^2, "+"))
image(r, col = div_gradient_pal()(seq(0, 1, length.out = 12)))
image(r, col = div_gradient_pal()(seq(0, 1, length.out = 30)))
image(r, col = div_gradient_pal()(seq(0, 1, length.out = 100)))

library(munsell)
image(r, col = div_gradient_pal(low =
  mns1(complement("10R 4/6", fix = TRUE)))(seq(0, 1, length = 100)))
```

dollar_format

Currency formatter: round to nearest cent and display dollar sign.

Description

The returned function will format a vector of values as currency. Values are rounded to the nearest cent, and cents are displayed if any of the values has a non-zero cents and the largest value is less than `largest_with_cents` which by default is 100000.

Usage

```
dollar_format(prefix = "$", suffix = "", largest_with_cents = 1e+05, ...,
  big.mark = ",", negative_parens = FALSE)
```

```
dollar(x)
```

Arguments

<code>prefix</code> , <code>suffix</code>	Symbols to display before and after amount.
<code>largest_with_cents</code>	the value that all values of <code>x</code> must be less than in order for the cents to be displayed
<code>...</code>	Other arguments passed on to format .
<code>big.mark</code>	Character used between every 3 digits.
<code>negative_parens</code>	Should negative values be shown with parentheses?
<code>x</code>	a numeric vector to format

Value

a function with single parameter `x`, a numeric vector, that returns a character vector

Examples

```
dollar_format()(c(-100, 0.23, 1.456565, 2e3))
dollar_format()(c(1:10 * 10))
dollar(c(100, 0.23, 1.456565, 2e3))
dollar(c(1:10 * 10))
dollar(10^(1:8))

usd <- dollar_format(prefix = "USD ")
usd(c(100, -100))

euro <- dollar_format(prefix = "", suffix = "\u20ac")
euro(100)

finance <- dollar_format(negative_parens = TRUE)
finance(c(-100, 100))
```

dscale

Discrete scale.

Description

Discrete scale.

Usage

```
dscale(x, palette, na.value = NA)
```

Arguments

x	vector of discrete values to scale
palette	aesthetic palette to use
na.value	aesthetic to use for missing values

Examples

```
with(mtcars, plot(displ, mpg, pch = 20, cex = 3,
  col = dscale(factor(cyl), brewer_pal())))
```

expand_range	<i>Expand a range with a multiplicative or additive constant.</i>
--------------	---

Description

Expand a range with a multiplicative or additive constant.

Usage

```
expand_range(range, mul = 0, add = 0, zero_width = 1)
```

Arguments

range	range of data, numeric vector of length 2
mul	multiplicative construct
add	additive constant
zero_width	distance to use if range has zero width

exp_trans	<i>Exponential transformation (inverse of log transformation).</i>
-----------	--

Description

Exponential transformation (inverse of log transformation).

Usage

```
exp_trans(base = exp(1))
```

Arguments

base	Base of logarithm
------	-------------------

extended_breaks	<i>Extended breaks. Uses Wilkinson's extended breaks algorithm as implemented in the labeling package.</i>
-----------------	---

Description

Extended breaks. Uses Wilkinson's extended breaks algorithm as implemented in the **labeling** package.

Usage

```
extended_breaks(n = 5, ...)
```

Arguments

n	desired number of breaks
...	other arguments passed on to extended

References

Talbot, J., Lin, S., Hanrahan, P. (2010) An Extension of Wilkinson's Algorithm for Positioning Tick Labels on Axes, InfoVis 2010.

Examples

```
extended_breaks()(1:10)  
extended_breaks()(1:100)
```

format_format	<i>Format with using any arguments to format.</i>
---------------	---

Description

If the breaks have names, they will be used in preference to formatting the breaks.

Usage

```
format_format(...)
```

Arguments

...	other arguments passed on to format .
-----	---

See Also

[format](#), [format.Date](#), [format.POSIXct](#)

gradient_n_pal *Arbitrary colour gradient palette (continuous).*

Description

Arbitrary colour gradient palette (continuous).

Usage

```
gradient_n_pal(colours, values = NULL, space = "Lab")
```

Arguments

colours	vector of colours
values	if colours should not be evenly positioned along the gradient this vector gives the position (between 0 and 1) for each colour in the colours vector. See rescale for a convenience function to map an arbitrary range to between 0 and 1.
space	colour space in which to calculate gradient. Must be "Lab" - other values are deprecated.

grey_pal *Grey scale palette (discrete).*

Description

Grey scale palette (discrete).

Usage

```
grey_pal(start = 0.2, end = 0.8)
```

Arguments

start	gray value at low end of palette
end	gray value at high end of palette

See Also

[seq_gradient_pal](#) for continuous version

Examples

```
show_col(grey_pal()(25))  
show_col(grey_pal(0, 1)(25))
```

hms_trans	<i>Transformation for times (class hms).</i>
-----------	--

Description

Transformation for times (class hms).

Usage

```
hms_trans()
```

Examples

```
if (require("hms")) {  
  hms <- round(runif(10) * 86400)  
  t <- hms_trans()  
  t$transform(hms)  
  t$inverse(t$transform(hms))  
  t$breaks(hms)  
}
```

hue_pal	<i>Hue palette (discrete).</i>
---------	--------------------------------

Description

Hue palette (discrete).

Usage

```
hue_pal(h = c(0, 360) + 15, c = 100, l = 65, h.start = 0,  
        direction = 1)
```

Arguments

h	range of hues to use, in [0, 360]
c	chroma (intensity of colour), maximum value varies depending on combination of hue and luminance.
l	luminance (lightness), in [0, 100]
h.start	hue to start at
direction	direction to travel around the colour wheel, 1 = clockwise, -1 = counter-clockwise

Examples

```

show_col(hue_pal()(4))
show_col(hue_pal()(9))
show_col(hue_pal(l = 90)(9))
show_col(hue_pal(l = 30)(9))

show_col(hue_pal()(9))
show_col(hue_pal(direction = -1)(9))

show_col(hue_pal()(9))
show_col(hue_pal(h = c(0, 90))(9))
show_col(hue_pal(h = c(90, 180))(9))
show_col(hue_pal(h = c(180, 270))(9))
show_col(hue_pal(h = c(270, 360))(9))

```

identity_pal	<i>Identity palette.</i>
--------------	--------------------------

Description

Leaves values unchanged - useful when the data is already scaled.

Usage

```
identity_pal()
```

identity_trans	<i>Identity transformation (do nothing).</i>
----------------	--

Description

Identity transformation (do nothing).

Usage

```
identity_trans()
```

linetype_pal	<i>Line type palette (discrete).</i>
--------------	--------------------------------------

Description

Based on a set supplied by Richard Pearson, University of Manchester

Usage

```
linetype_pal()
```

log1p_trans	<i>Log plus one transformation.</i>
-------------	-------------------------------------

Description

Log plus one transformation.

Usage

```
log1p_trans()
```

Examples

```
trans_range(log_trans(), 1:10)  
trans_range(log1p_trans(), 0:9)
```

log_breaks	<i>Log breaks (integer breaks on log-transformed scales).</i>
------------	---

Description

Log breaks (integer breaks on log-transformed scales).

Usage

```
log_breaks(n = 5, base = 10)
```

Arguments

n	desired number of breaks
base	base of logarithm to use

Examples

```
log_breaks()(c(1, 1e6))  
log_breaks()(c(1, 1e5))
```

log_trans	<i>Log transformation.</i>
-----------	----------------------------

Description

Log transformation.

Usage

```
log_trans(base = exp(1))
```

Arguments

base	base of logarithm
------	-------------------

manual_pal	<i>Manual palette (manual).</i>
------------	---------------------------------

Description

Manual palette (manual).

Usage

```
manual_pal(values)
```

Arguments

values	vector of values to be used as a palette.
--------	---

math_format	<i>Add arbitrary expression to a label. The symbol that will be replace by the label value is .x.</i>
-------------	---

Description

Add arbitrary expression to a label. The symbol that will be replace by the label value is .x.

Usage

```
math_format(expr = 10^.x, format = force)
```


Arguments

expr expression to use

format another format function to apply prior to mathematical transformation - this makes it easier to use floating point numbers in mathematical expressions.

Value

a function with single parameter x, a numeric vector, that returns a list of expressions

See Also

[plotmath](#)

Examples

```
math_format()(1:10)
math_format(alpha + frac(1, .x))(1:10)
math_format()(runif(10))
math_format(format = percent)(runif(10))
```

muted

Mute standard colour.

Description

Mute standard colour.

Usage

```
muted(colour, l = 30, c = 70)
```

Arguments

colour character vector of colours to modify

l new luminance

c new chroma

Examples

```
muted("red")
muted("blue")
show_col(c("red", "blue", muted("red"), muted("blue")))
```

ordinal_format	<i>Ordinal formatter: add ordinal suffixes (-st, -nd, -rd, -th) to numbers.</i>
----------------	---

Description

Ordinal formatter: add ordinal suffixes (-st, -nd, -rd, -th) to numbers.

Usage

```
ordinal_format(x)
```

```
ordinal(x)
```

Arguments

x a numeric vector to format

Value

a function with single parameter x, a numeric vector, that returns a character vector

Examples

```
ordinal_format()(1:10)  
ordinal(1:10)
```

package-scales	<i>Generic plot scaling methods</i>
----------------	-------------------------------------

Description

Generic plot scaling methods

parse_format	<i>Parse a text label to produce expressions for plotmath.</i>
--------------	--

Description

Parse a text label to produce expressions for plotmath.

Usage

```
parse_format()
```

Value

a function with single parameter `x`, a character vector, that returns a list of expressions

See Also

[plotmath](#)

Examples

```
parse_format()(c("alpha", "beta", "gamma"))
```

percent_format	<i>Percent formatter: multiply by one hundred and display percent sign.</i>
----------------	---

Description

Percent formatter: multiply by one hundred and display percent sign.

Usage

```
percent_format()
```

```
percent(x)
```

Arguments

`x` a numeric vector to format

Value

a function with single parameter `x`, a numeric vector, that returns a character vector

Examples

```
percent_format()(runif(10))  
percent(runif(10))  
percent(runif(10, 1, 10))
```

pretty_breaks *Pretty breaks. Uses default R break algorithm as implemented in [pretty](#).*

Description

Pretty breaks. Uses default R break algorithm as implemented in [pretty](#).

Usage

```
pretty_breaks(n = 5, ...)
```

Arguments

n desired number of breaks
... other arguments passed on to [pretty](#)

Examples

```
pretty_breaks()(1:10)  
pretty_breaks()(1:100)  
pretty_breaks()(as.Date(c("2008-01-01", "2009-01-01")))  
pretty_breaks()(as.Date(c("2008-01-01", "2009-01-01")))
```

probability_trans *Probability transformation.*

Description

Probability transformation.

Usage

```
probability_trans(distribution, ...)
```

Arguments

distribution probability distribution. Should be standard R abbreviation so that "p" + distribution is a valid probability density function, and "q" + distribution is a valid quantile function.
... other arguments passed on to distribution and quantile functions

Range	<i>Mutable ranges.</i>
-------	------------------------

Description

Mutable ranges have a two methods (train and reset), and make it possible to build up complete ranges with multiple passes.

Usage

Range

Format

An object of class R6ClassGenerator of length 24.

reciprocal_trans	<i>Reciprocal transformation.</i>
------------------	-----------------------------------

Description

Reciprocal transformation.

Usage

reciprocal_trans()

regular_minor_breaks	<i>Minor breaks Places minor breaks between major breaks.</i>
----------------------	---

Description

Minor breaks Places minor breaks between major breaks.

Usage

regular_minor_breaks(reverse = FALSE)

Arguments

reverse if TRUE, calculates the minor breaks for a reversed scale

Examples

```

m <- extended_breaks()(c(1, 10))
regular_minor_breaks()(m, c(1, 10), n = 2)

n <- extended_breaks()(c(0, -9))
regular_minor_breaks(reverse = TRUE)(n, c(0, -9), n = 2)

```

rescale

Rescale continuous vector to have specified minimum and maximum.

Description

Rescale continuous vector to have specified minimum and maximum.

Usage

```

rescale(x, to, from, ...)

## S3 method for class 'numeric'
rescale(x, to = c(0, 1), from = range(x, na.rm = TRUE,
  finite = TRUE), ...)

## S3 method for class 'logical'
rescale(x, to = c(0, 1), from = range(x, na.rm = TRUE,
  finite = TRUE), ...)

## S3 method for class 'POSIXt'
rescale(x, to = c(0, 1), from = range(x, na.rm = TRUE,
  finite = TRUE), ...)

## S3 method for class 'Date'
rescale(x, to = c(0, 1), from = range(x, na.rm = TRUE, finite
  = TRUE), ...)

## S3 method for class 'integer64'
rescale(x, to = c(0, 1), from = range(x, na.rm = TRUE),
  ...)

```

Arguments

x	continuous vector of values to manipulate.
to	output range (numeric vector of length two)
from	input range (vector of length two). If not given, is calculated from the range of x
...	other arguments passed on to methods

Examples

```
rescale(1:100)
rescale(runif(50))
rescale(1)
```

rescale_max	<i>Rescale numeric vector to have specified maximum.</i>
-------------	--

Description

Rescale numeric vector to have specified maximum.

Usage

```
rescale_max(x, to = c(0, 1), from = range(x, na.rm = TRUE))
```

Arguments

x	numeric vector of values to manipulate.
to	output range (numeric vector of length two)
from	input range (numeric vector of length two). If not given, is calculated from the range of x

Examples

```
rescale_max(1:100)
rescale_max(runif(50))
rescale_max(1)
```

rescale_mid	<i>Rescale vector to have specified minimum, midpoint, and maximum.</i>
-------------	---

Description

Rescale vector to have specified minimum, midpoint, and maximum.

Usage

```

rescale_mid(x, to, from, mid, ...)

## S3 method for class 'numeric'
rescale_mid(x, to = c(0, 1), from = range(x, na.rm =
  TRUE), mid = 0, ...)

## S3 method for class 'logical'
rescale_mid(x, to = c(0, 1), from = range(x, na.rm =
  TRUE), mid = 0, ...)

## S3 method for class 'POSIXt'
rescale_mid(x, to = c(0, 1), from = range(x, na.rm = TRUE),
  mid, ...)

## S3 method for class 'Date'
rescale_mid(x, to = c(0, 1), from = range(x, na.rm = TRUE),
  mid, ...)

## S3 method for class 'integer64'
rescale_mid(x, to = c(0, 1), from = range(x, na.rm =
  TRUE), mid = 0, ...)

```

Arguments

x	vector of values to manipulate.
to	output range (numeric vector of length two)
from	input range (vector of length two). If not given, is calculated from the range of x
mid	mid-point of input range
...	other arguments passed on to methods

Examples

```

rescale_mid(1:100, mid = 50.5)
rescale_mid(runif(50), mid = 0.5)
rescale_mid(1)

```

rescale_none

Don't perform rescaling

Description

Don't perform rescaling

Usage

```
rescale_none(x, ...)
```

Arguments

x numeric vector of values to manipulate.
... all other arguments ignored

Examples

```
rescale_none(1:100)
```

rescale_pal	<i>Rescale palette (continuous).</i>
-------------	--------------------------------------

Description

Just rescales the input to the specific output range. Useful for alpha, size, and continuous position.

Usage

```
rescale_pal(range = c(0.1, 1))
```

Arguments

range Numeric vector of length two, giving range of possible values. Should be between 0 and 1.

reverse_trans	<i>Reverse transformation.</i>
---------------	--------------------------------

Description

Reverse transformation.

Usage

```
reverse_trans()
```

scientific_format *Scientific formatter.*

Description

Scientific formatter.

Usage

```
scientific_format(digits = 3, ...)
```

```
scientific(x, digits = 3, ...)
```

Arguments

digits	number of significant digits to show
...	other arguments passed on to <code>format</code>
x	a numeric vector to format

Value

a function with single parameter x, a numeric vector, that returns a character vector

Examples

```
scientific_format()(1:10)
scientific_format()(runif(10))
scientific_format(digits = 2)(runif(10))
scientific(1:10)
scientific(runif(10))
scientific(runif(10), digits = 2)
```

seq_gradient_pal *Sequential colour gradient palette (continuous).*

Description

Sequential colour gradient palette (continuous).

Usage

```
seq_gradient_pal(low = mns1("10B 4/6"), high = mns1("10R 4/6"),
  space = "Lab")
```

Arguments

low	colour for low end of gradient.
high	colour for high end of gradient.
space	colour space in which to calculate gradient. Must be "Lab" - other values are deprecated.

Examples

```
x <- seq(0, 1, length.out = 25)
show_col(seq_gradient_pal()(x))
show_col(seq_gradient_pal("white", "black")(x))

library(munsell)
show_col(seq_gradient_pal("white", muns("10R 4/6"))(x))
```

shape_pal	<i>Shape palette (discrete).</i>
-----------	----------------------------------

Description

Shape palette (discrete).

Usage

```
shape_pal(solid = TRUE)
```

Arguments

solid	should shapes be solid or not?
-------	--------------------------------

show_col	<i>Show colours.</i>
----------	----------------------

Description

A quick and dirty way to show colours in a plot.

Usage

```
show_col(colours, labels = TRUE, borders = NULL)
```

Arguments

colours	a character vector of colours
labels	boolean, whether to show the hexadecimal representation of the colours in each tile
borders	colour of the borders of the tiles; matches the border argument of rect . The default means <code>par("fg")</code> . Use <code>border = NA</code> to omit borders.

sqrt_trans	<i>Square-root transformation.</i>
------------	------------------------------------

Description

Square-root transformation.

Usage

```
sqrt_trans()
```

squish	<i>Squish values into range.</i>
--------	----------------------------------

Description

Squish values into range.

Usage

```
squish(x, range = c(0, 1), only.finite = TRUE)
```

Arguments

x	numeric vector of values to manipulate.
range	numeric vector of length two giving desired output range.
only.finite	if TRUE (the default), will only modify finite values.

Author(s)

Homer Strong <homer.strong@gmail.com>

Examples

```
squish(c(-1, 0.5, 1, 2, NA))  
squish(c(-1, 0, 0.5, 1, 2))
```

squish_infinite	<i>Squish infinite values to range.</i>
-----------------	---

Description

Squish infinite values to range.

Usage

```
squish_infinite(x, range = c(0, 1))
```

Arguments

x	numeric vector of values to manipulate.
range	numeric vector of length two giving desired output range.

Examples

```
squish_infinite(c(-Inf, -1, 0, 1, 2, Inf))
```

time_trans	<i>Transformation for date-times (class POSIXt).</i>
------------	--

Description

Transformation for date-times (class POSIXt).

Usage

```
time_trans(tz = NULL)
```

Arguments

tz	Optionally supply the time zone. If NULL, the default, the time zone will be extracted from first input with a non-null tz.
----	---

Examples

```
hours <- seq(ISOdate(2000,3,20, tz = ""), by = "hour", length.out = 10)
t <- time_trans()
t$transform(hours)
t$inverse(t$transform(hours))
t$format(t$breaks(range(hours)))
```

train_continuous	<i>Train (update) a continuous scale</i>
------------------	--

Description

Train (update) a continuous scale

Usage

```
train_continuous(new, existing = NULL)
```

Arguments

new	New data to add to scale
existing	Optional existing scale to update

train_discrete	<i>Train (update) a discrete scale</i>
----------------	--

Description

Train (update) a discrete scale

Usage

```
train_discrete(new, existing = NULL, drop = FALSE, na.rm = FALSE)
```

Arguments

new	New data to add to scale
existing	Optional existing scale to update
drop	TRUE, will drop factor levels not associated with data
na.rm	If TRUE, will remove missing values

trans_breaks *Pretty breaks on transformed scale.*

Description

These often do not produce very attractive breaks.

Usage

```
trans_breaks(trans, inv, n = 5, ...)
```

Arguments

trans	function of single variable, x, that given a numeric vector returns the transformed values
inv	inverse of the transformation function
n	desired number of ticks
...	other arguments passed on to pretty

Examples

```
trans_breaks("log10", function(x) 10 ^ x)(c(1, 1e6))
trans_breaks("sqrt", function(x) x ^ 2)(c(1, 100))
trans_breaks(function(x) 1 / x, function(x) 1 / x)(c(1, 100))
trans_breaks(function(x) -x, function(x) -x)(c(1, 100))
```

trans_format *Format labels after transformation.*

Description

Format labels after transformation.

Usage

```
trans_format(trans, format = scientific_format())
```

Arguments

trans	transformation to apply
format	additional formatter to apply after transformation

Value

a function with single parameter x, a numeric vector, that returns a character vector of list of expressions

Examples

```
tf <- trans_format("log10", scientific_format())
tf(10 ^ 1:6)
```

trans_new

Create a new transformation object.

Description

A transformation encapsulates a transformation and its inverse, as well as the information needed to create pleasing breaks and labels. The breaks function is applied on the transformed range of the range, and it's expected that the labels function will perform some kind of inverse transformation on these breaks to give them labels that are meaningful on the original scale.

Usage

```
trans_new(name, transform, inverse, breaks = extended_breaks(),
  minor_breaks = regular_minor_breaks(), format = format_format(),
  domain = c(-Inf, Inf))
```

Arguments

name	transformation name
transform	function, or name of function, that performs the transformation
inverse	function, or name of function, that performs the inverse of the transformation
breaks	default breaks function for this transformation. The breaks function is applied to the raw data.
minor_breaks	default minor breaks function for this transformation.
format	default format for this transformation. The format is applied to breaks generated to the raw data.
domain	domain, as numeric vector of length 2, over which transformation is valued

See Also

[asn_trans](#), [atanh_trans](#), [boxcox_trans](#), [date_trans](#), [exp_trans](#), [hms_trans](#), [identity_trans](#), [log10_trans](#), [log1p_trans](#), [log2_trans](#), [log_trans](#), [logit_trans](#), [probability_trans](#), [probit_trans](#), [reciprocal_trans](#), [reverse_trans](#), [sqrt_trans](#), [time_trans](#)

trans_range	<i>Compute range of transformed values.</i>
-------------	---

Description

Silently drops any ranges outside of the domain of trans.

Usage

```
trans_range(trans, x)
```

Arguments

trans	a transformation object, or the name of a transformation object given as a string.
x	a numeric vector to compute the range of

unit_format	<i>Add units to the labels</i>
-------------	--------------------------------

Description

Add units to the labels

Usage

```
unit_format(unit = "m", scale = 1, sep = " ", ...)
```

Arguments

unit	The units to append
scale	A scaling factor. Useful if the underlying data is on another scale
sep	The separator between the number and the label
...	Arguments passed on to format

See Also

[comma](#)

Examples

```
# labels in kilometer when the raw data are in meter
km <- unit_format(unit = "km", scale = 1e-3, digits = 2)
km(runif(10) * 1e3)

# labels in hectares, raw data in square meters
ha <- unit_format(unit = "ha", scale = 1e-4)
km(runif(10) * 1e5)
```

viridis_pal	<i>Viridis palette</i>
-------------	------------------------

Description

Viridis palette

Usage

```
viridis_pal(alpha = 1, begin = 0, end = 1, direction = 1,
            option = "D")
```

Arguments

alpha	The alpha transparency, a number in [0,1], see argument alpha in hsv .
begin	The (corrected) hue in [0,1] at which the viridis colormap begins.
end	The (corrected) hue in [0,1] at which the viridis colormap ends.
direction	Sets the order of colors in the scale. If 1, the default, colors are ordered from darkest to lightest. If -1, the order of colors is reversed.
option	A character string indicating the colormap option to use. Four options are available: "magma" (or "A"), "inferno" (or "B"), "plasma" (or "C"), and "viridis" (or "D", the default option).

References

<https://bids.github.io/colormap/>

Examples

```
show_col(viridis_pal()(10))
show_col(viridis_pal(direction = -1)(6))
show_col(viridis_pal(begin = 0.2, end = 0.8)(4))
show_col(viridis_pal(option = "plasma")(6))
```

wrap_format	<i>Wrap text to a specified width, adding newlines for spaces if text exceeds the width</i>
-------------	---

Description

Wrap text to a specified width, adding newlines for spaces if text exceeds the width

Usage

```
wrap_format(width)
```

Arguments

width value above which to wrap

Value

Function with single parameter x, a character vector, that returns a wrapped character vector

Examples

```
wrap_10 <- wrap_format(10)
wrap_10('A long line that needs to be wrapped')
```

zero_range	<i>Determine if range of vector is close to zero, with a specified tolerance</i>
------------	--

Description

The machine epsilon is the difference between 1.0 and the next number that can be represented by the machine. By default, this function uses $\text{epsilon} * 1000$ as the tolerance. First it scales the values so that they have a mean of 1, and then it checks if the difference between them is larger than the tolerance.

Usage

```
zero_range(x, tol = 1000 * .Machine$double.eps)
```

Arguments

x numeric range: vector of length 2
tol A value specifying the tolerance.

Value

logical TRUE if the relative difference of the endpoints of the range are not distinguishable from 0.

Examples

```
eps <- .Machine$double.eps
zero_range(c(1, 1 + eps))            # TRUE
zero_range(c(1, 1 + 99 * eps))      # TRUE
zero_range(c(1, 1 + 1001 * eps))    # FALSE - Crossed the tol threshold
zero_range(c(1, 1 + 2 * eps), tol = eps) # FALSE - Changed tol

# Scaling up or down all the values has no effect since the values
# are rescaled to 1 before checking against tol
zero_range(100000 * c(1, 1 + eps))    # TRUE
zero_range(100000 * c(1, 1 + 1001 * eps)) # FALSE
zero_range(.00001 * c(1, 1 + eps))    # TRUE
```

```
zero_range(.00001 * c(1, 1 + 1001 * eps)) # FALSE

# NA values
zero_range(c(1, NA)) # NA
zero_range(c(1, NaN)) # NA

# Infinite values
zero_range(c(1, Inf)) # FALSE
zero_range(c(-Inf, Inf)) # FALSE
zero_range(c(Inf, Inf)) # TRUE
```

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