Package: palettetown (via r-universe)

August 30, 2024

Type Package

Title Use Pokemon Inspired Colour Palettes

Version 0.1.1.90000

Date 2016-04-06

Author Tim Lucas

Maintainer Tim Lucas <timcdlucas@gmail.com>

Description Use Pokemon(R) inspired palettes with additional 'ggplot2' scales. Palettes are the colours in each Pokemon's sprite, ordered by how common they are in the image. The first 386 Pokemon are currently provided.

Suggests ggplot2, magrittr

Imports grDevices, stats, graphics

License MIT + file LICENSE

URL https://github.com/timcdlucas/palettetown

RoxygenNote 6.0.1

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

RemoteUrl https://github.com/timcdlucas/palettetown

RemoteRef HEAD

RemoteSha 4f772f78578d2ae9167ab76024b7ec8886d4567e

Contents

ichooseyou *Get a pokemon palette. Alias for pokepal.*

Description

Get a pokemon palette by either giving a pokemon number or name. The recomended syntax for this function is 'Magikarp' %>% ichooseyou using the pipe operator %>% from the magrittr package. To specify the `spread` parameter use 'Snorlax' %>% ichooseyou(5)

Usage

```
ichooseyou(pokemon = 1, spread = NULL, extra = NULL)
```

Arguments

`pokemon`	An integer or character pokemon name
`spread`	How many, quite distinct, colours should be returned. See details.
`extra`	If an integer, select one of the extra palettes (i.e. not based on individual pokemon)

Details

If `spread` is given an integer, the full palette is clustered into that many groups (ward clustering in HSV space). The most common colour in each cluster is then returned. It is hoped this will give a good balance between reflecting the pokemons colouring while giving relatively distinct colours.

See Also

`pokepal`

Examples

```
library(magrittr)
pal <- 'Hoothoot' %>% ichooseyou
pal2 <- 'Pichu' %>% ichooseyou(6)
```

palettetown *Pokemon inspired colour palettes.*

Description

Pokemon inspired colour palettes.

Author(s)

Tim CD Lucas

pokedex *Display pokemon palettes.*

Description

Display 10 pokemon palettes starting from a name or number. If no name or number is given, 10 of the better palettes are displayed. Pokedex is a Trademark of Nintendo.

Usage

```
pokedex(pokemon = NULL, spread = NULL, cb = NULL, extra = NULL)
```

Arguments

pokemon	An integer or character pokemon name
spread	How many, quite distinct, colours should be returned. See details.
cb	A number between 1 and 4 to select ten of 40 colourblind friendly (Deuteranomaly) palettes. pokemon is ignored if used, but spread works as normal.
extra	f an integer, show the extra palettes starting from that number

Details

Many of the pure pokemon palettes are not great. I have manually created a few "extra" palettes (e.g., teamrocket). These might be easier to use.

If spread is given an integer, the full palette is clustered into that many groups (ward clustering in HSV space). The most common colour in each cluster is then returned. It is hoped this will give a good balance between reflecting the pokemons colouring while giving relatively distinct colours.

Thanks to Luis Verde for the colourblind suitable selection.

Examples

```
pokedex()
pokedex('Metapod')
pokedex(5, spread = 2)
pokedex(cb = 3)
pokedex(cb = 2, spread = 6)
```

pokepal *Get a pokemon palette.*

Description

Get a pokemon (R) palette by either giving a pokemon number or name.

Usage

```
pokepal(pokemon = 1, spread = NULL, extra = NULL)
```

Arguments

pokemon	An integer or character pokemon name
spread	How many, quite distinct, colours should be returned. See details.
extra	If an integer, select one of the extra palettes (i.e. not based on individual pokemon)

Details

Many of the pure pokemon palettes are not great. I have manually created a few "extra" palettes (e.g., teamrocket). These might be easier to use.

If spread is given an integer, the full palette is clustered into that many groups (ward clustering in HSV space, using only hue and downweighted saturation). The most common colour in each cluster is then returned. It is hoped this will give a good balance between reflecting the pokemons colouring while giving relatively distinct colours.

A few pokemon have odd names. Argument pokemon ignores letter case. Female and Male Nidoran are named NidoranF and NidoranM respectively. Mr. Mime should be either 'Mr. Mime' or 'mr. mime'. The full stop and space are needed.

See Also

ichooseyou

Examples

```
pal <- pokepal(3)
plot(1:length(pal), col = pal)
```

scale_colour_poke *Add a pokemon palette to a ggplot2 colour or fill scale.*

Description

Get a pokemon palette by either giving a pokemon number or name.

Usage

```
scale_colour_poke(..., pokemon = 1, spread = NULL)

scale_fill_poke(..., pokemon = 1, spread = NULL)

scale_color_poke(..., pokemon = 1, spread = NULL)
```

Arguments

...	Other arguments passed on to `discrete_scale` to control name, limits, breaks, labels and so forth.
pokemon	An integer or character pokemon name
spread	How many, quite distinct, colours should be returned. See details.

Details

If `spread` is given an integer, the full palette is clustered into that many groups (ward clustering in HSV space). The most common colour in each cluster is then returned. It is hoped this will give a good balance between reflecting the pokemons colouring while giving relatively distinct colours.

Examples

```
library(ggplot2)
qplot(Sepal.Length, Sepal.Width, colour = Species, data=iris) +
 scale_colour_poke(pokemon = 'Metapod')
```

team *Combine colours from different pokemon.*

Description

Combine colours from different pokemon.

Usage

```
team(pokemon, n = 1, spread = NULL)
```

Arguments

pokemon	A vector of integers or a character vector of pokemon name
n	How many colours per pokemon?
spread	How many, fairly distinct, colours should be returned for each pokemon. If not null, n is ignored.

Index