

Package: piecenikr (via r-universe)

October 23, 2026

Encoding UTF-8

Type Package

Title Looney Pyramid Graphics

Version 0.2.1

Description Functions and objects to make Looney Pyramids graphics.

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URL <https://github.com/piecepackr/piecenikr>

BugReports <https://github.com/piecepackr/piecenikr/issues>

LazyLoad yes

Imports dplyr, grDevices, grid, piecepackr (>= 1.15.0-5), ppdf (>= 0.2.0-20), rlang, tibble, utils, withr

Suggests ppcli, ppn (>= 0.2.0-4), testthat, vdiff

Remotes piecepackr/piecepackr, piecepackr/ppcli, piecepackr/ppdf, piecepackr/ppn

Roxygen list(markdown = TRUE)

RoxygenNote 7.3.1

Config/testthat/edition 3

Config/pak/sysreqs libicu-dev libjpeg-dev libpng-dev libxml2-dev

Repository <https://piecepackr.r-universe.dev>

Date/Publication 2025-05-08 21:54:51 UTC

RemoteUrl <https://github.com/piecepackr/piecenikr>

RemoteRef HEAD

RemoteSha 07b31057edde9de0caf412d789fd554be993dc44

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icehouse_games	<i>Data frames with game info</i>
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Description

icehouse_games() contain information about the games whose setups are provided by this package.

Usage

icehouse_games()

Value

A `tibble::tibble()` data frame with character columns "game", "methods", "comment", and "url" for game name, setup function name(s), possible comment, and url for more information.

Examples

```
head(icehouse_games())
nrow(icehouse_games())
```

icehouse_parser	<i>Icehouse movetext parser</i>
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Description

icehouse_parser() provides a parser to be used with PPN movetext. looney_pyramid_parser() is an alias.

Usage

```
icehouse_parser(movetext = character(), metadata = list(), ...)

looney_pyramid_parser(movetext = character(), metadata = list(), ...)
```

Arguments

movetext A named character vector of move text.
 metadata A named list of metadata
 ... Passed to `ppn::default_parser()`.

Value

A named list of data frames with parsed game states.

Examples

```

if (requireNamespace("ppn", quietly = TRUE)) {
  l <- ppn::read_ppn(system.file("ppn/martian-chess.ppn", package = "piecenikr"),
    parse = FALSE)[[1L]]
  game <- icehouse_parser(l$movetext, l$metadata)
}

```

icehouse_pyramids	<i>Generate icehouse pieces</i>
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Description

icehouse_pyramids() generates a data frame of icehouse pyramids, looney_pyramids() is an alias. icehouse_none() generates a zero-row data frame. icehouse_setup_by_name() generates a data frame from a given icehouse game name.

Usage

```

icehouse_pyramids(
  ...,
  side = "top",
  piece_side = paste0("pyramid_", side),
  suit = rep(1:5, each = 3L),
  rank = rep.int(1:3, 5L),
  x = as.double(rep.int(1:5, 3L)),
  y = as.double(rep(3:1, each = 5L)),
  angle = 0,
  length.out = NA_integer_
)

icehouse_none()

icehouse_setup_by_name(
  name,
  ...,
  getter = function(x) get(x, envir = getNamespace("piecenikr"))
)

```

Arguments

...	Should be left empty.
side	Normally either "top" (default) or "face".
piece_side	If "board_face" a checkered board (as in American Checkers). If "board_back" a lined board (as in Turkish Checkers).
suit	Suit value (color) of board and pieces. 1L is "red", 2L is "black", 3L is "green", 4L is "blue", 5L is "yellow", and 6L is "white". Will be coerced by <code>piece_suit()</code> .
rank	Number of pips on the icehouse pyramid.
x, y	Cartesian coordinates (numeric vectors)
angle	Rotation of bit/board (numeric vector of degrees, counter-clockwise). Will be coerced by <code>piece_angle()</code> .
length.out	The number of pieces. Not needed if all the arguments are the same length (or of length one) and this length is the same as the number of desired pieces.
name	Game name. Will be normalized by <code>normalize_name()</code> .
getter	Function with a single function name argument to use. By default will just look for functions in this package but a developer may want to consider <code>dynGet()</code> or a wrapper around <code>get()</code> with a custom <code>envir</code> argument.

icehouse_setups

*Data frames of starting diagrams for various games***Description**

tibble data frames of setups for 1 games playable with the Looney Pyramids game system. Data frame output can usually be plotted with `pmap_piece(df, default.units = "in")`.

Usage

```
icehouse_martian_chess(n_players = 2, seed = NULL)
```

Arguments

n_players	Number of players
seed	Random seed

Details

Here are links for more information about the various other games:

Game	URL
Martian Chess	https://www.looneylabs.com/rules/martian-chess

Value

A `tibble::tibble()` data frame with the following columns:

- "piece_side"
- "suit"
- "rank"
- "cfg" (optional, defaults to "piecepack")
- "x"
- "y"
- "angle" (optional, defaults to 0).

This data frame is compatible with `piecepackr::render_piece()` and likely `ppcli::cat_piece()`.

looney_pyramid_game_system

Configuration objects for drawing Looney Pyramids

Description

`looney_pyramid_game_system()` provides a basic configuration object for drawing Looney Pyramids, `icehouse_game_system()` is an alias.

Usage

```
looney_pyramid_game_system(..., border = TRUE)
```

```
icehouse_game_system(..., border = TRUE)
```

Arguments

<code>...</code>	Should be empty.
<code>border</code>	If TRUE draw a black border line on piece edges. Should normally be TRUE when drawing with {grid} graphics and FALSE when drawing with 3D graphic systems.

Details

Looney Pyramids aka Icehouse pieces is a game system invented by Andrew Looney. See <https://www.looneylabs.com/looney-pyramids>.

Value

Returns a list with an `icehouse_pieces` configuration for drawing Looney Pyramids.

looneyPyramidGrob	<i>Basic grob function for Looney Pyramids</i>
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Description

looneyPyramidGrob provides a basic grob function for the sides Looney Pyramids.

Usage

```
looneyPyramidGrob(piece_side, suit, rank, cfg = pp_cfg())
```

Arguments

piece_side	Piece side of the piece
suit	Suit of the piece
rank	Rank of the piece
cfg	Piecepackr configuration object

piecenikr-deprecated	<i>Deprecated functions</i>
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Description

These functions are Deprecated in this release of piecenikr, they will be marked as Defunct and removed in a future version.

Usage

```
df_martian_chess(n_players = 2, seed = NULL)
```

```
looney_pyramids(..., border = TRUE)
```

Arguments

n_players	Number of players
seed	Random seed
...	Should be empty.
border	If TRUE draw a black border line on piece edges. Should normally be TRUE when drawing with {grid} graphics and FALSE when drawing with 3D graphic systems.

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