

# Package: ppcli (via r-universe)

September 4, 2024

**Encoding** UTF-8

**Type** Package

**Title** Plaintext Board Game Visualizations

**Version** 0.1.0-4

**Description** Functions to visualize board games in plaintext. Provides colorization support for the terminal and HTML.

**License** MIT + file LICENSE

**URL** <https://github.com/piecepackr/ppcli>

**BugReports** <https://github.com/piecepackr/ppcli/issues>

**LazyLoad** yes

**Depends** R (>= 3.4.0)

**Imports** cli, rlang, stringr, utils,

**Suggests** dplyr, fansi, ppdf, testthat, tibble,

**Remotes** piecepackr/ppdf

**Roxygen** list(markdown = TRUE)

**RoxygenNote** 7.2.3

**Config/testthat/edition** 3

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

**RemoteUrl** <https://github.com/piecepackr/ppcli>

**RemoteRef** HEAD

**RemoteSha** eb988b5d3761d36c84c471e3825b6e79b68ac5da

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cat\_piece

*Prints plaintext piecepack diagrams*


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### Description

cat\_piece() generates plaintext piecepack diagrams and outputs them using base::cat(). cat\_move() generates a plaintext diagram for a move within a game. cat\_game() renders an animation of a game in the terminal.

### Usage

```
cat_piece(
  df,
  color = NULL,
  reorient = "none",
  annotate = FALSE,
  ...,
  file = "",
  annotation_scale = NULL,
  style = c("Unicode", "Game Bit Mono", "Game Bit Duo")
)
```

### Arguments

df	Data frame containing piece info.
color	How should the text be colorized. If FALSE won't colorize output at all. If "html" will colorize output for html. Otherwise will colorize output for the terminal using ANSI CSI SGR control sequences.
reorient	Determines whether and how we should reorient (the angle) of pieces or symbols: <ol style="list-style-type: none"> <li>1. The default "none" (or FALSE) means don't reorient any pieces/symbols.</li> <li>2. "all" (or TRUE) means setting the angle to zero for all pieces (reorienting them all "up").</li> <li>3. "symbols" means just re-orient suit/rank symbols but not the orientation of the piece itself. In particular, in contrast with "all" this preserves the location of the upper-left "corner" of piecepack tile faces.</li> </ol>
annotate	If TRUE or "algebraic" annotate the plot with "algebraic" coordinates, if FALSE or "none" don't annotate, if "cartesian" annotate the plot with "cartesian" coordinates.
...	Passed to <code>cat()</code> .
file	file argument of <code>cat()</code> . Default ("") is to print to standard output.
annotation_scale	Multiplicative factor that scales (stretches) any annotation coordinates. By default uses <code>attr(df, "scale_factor") %  % 1</code> .

`style` If "Unicode" (default) only use glyphs in Unicode proper. If "Game Bit Duo" use glyphs in Private Use Area of "Game Bit Duo" font. If "Game Bit Mono" use glyphs in Private Use Area of "Game Bit Mono" font.

### Value

String of text diagram (returned invisibly). As a side effect prints out the text diagram using `cat()`.

### See Also

`str_piece()` for just the character vector. See <https://github.com/trevorld/game-bit-font> for more information about the "Game Bit" family of fonts.

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str_piece	<i>Generate plaintext piecepack diagrams</i>
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### Description

`str_piece()` generates plaintext piecepack diagrams.

### Usage

```
str_piece(
  df,
  color = NULL,
  reorient = "none",
  annotate = FALSE,
  ...,
  annotation_scale = NULL,
  style = c("Unicode", "Game Bit Mono", "Game Bit Duo")
)
```

### Arguments

<code>df</code>	Data frame containing piece info.
<code>color</code>	How should the text be colorized. If FALSE won't colorize output at all. If "html" will colorize output for html. Otherwise will colorize output for the terminal using ANSI CSI SGR control sequences.
<code>reorient</code>	Determines whether and how we should reorient (the angle) of pieces or symbols: <ol style="list-style-type: none"> <li>1. The default "none" (or FALSE) means don't reorient any pieces/symbols.</li> <li>2. "all" (or TRUE) means setting the angle to zero for all pieces (reorienting them all "up").</li> <li>3. "symbols" means just re-orient suit/rank symbols but not the orientation of the piece itself. In particular, in contrast with "all" this preserves the location of the upper-left "corner" of piecepack tile faces.</li> </ol>

annotate	If TRUE or "algebraic" annotate the plot with "algebraic" coordinates, if FALSE or "none" don't annotate, if "cartesian" annotate the plot with "cartesian" coordinates.
...	Mainly ignored except for a couple of undocumented features.
annotation_scale	Multiplicative factor that scales (stretches) any annotation coordinates. By default uses <code>attr(df, "scale_factor")</code> <code>%  % 1</code> .
style	If "Unicode" (default) only use glyphs in Unicode proper. If "Game Bit Duo" use glyphs in Private Use Area of "Game Bit Duo" font. If "Game Bit Mono" use glyphs in Private Use Area of "Game Bit Mono" font.

**Value**

Character vector for text diagram.

**See Also**

`cat_piece()` for printing to the terminal. See <https://github.com/trevorld/game-bit-font> for more information about the "Game Bit" family of fonts.

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