Package ‘starsTileServer’

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Title  A Dynamic Tile Server for R
Version  0.1
Description  Makes it possible to serve map tiles for web maps (e.g. leaflet) based on a function or a stars object without having to render them in advance. This enables parallelization of the rendering, separating the data source and visualization location and to provide web services.
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     https://gitlab.com/bartk/starsTileServer
BugReports  https://gitlab.com/bartk/starsTileServer/-/issues
Suggests  knitr, rmarkdown, leaflet.extras, webshot, mapview, callr,
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Author  Bart Kranstauber [aut, cre] (<https://orcid.org/0000-0001-8303-780X>)
Maintainer  Bart Kranstauber &lt;b.kranstauber@uva.nl&gt;
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starsTileServer

A R6 class that extends plumber to function as a tile server

Description

Creates a tile server based on the R6 class `plumber::Plumber`. In can be created both with a stars grid as well as a function or list of functions. The main methods are `run` and `new`.

Super classes

`plumber::Hookable` -> `plumber::Plumber` -> `starsTileServer`

Methods

Public methods:

• `starsTileServer$new()`
• `starsTileServer$add_tile_endpoint()`
• `starsTileServer$get_grid()`
• `starsTileServer$get_attributes()`
• `starsTileServer$get_dimensions()`
• `starsTileServer$get_dimension_values_chr()`
• `starsTileServer$get_non_spatial_dimensions()`
• `starsTileServer$clone()`

Method `new()`: This method is used to initialize a new tile server

Usage:

```
starsTileServer$new(grid, colorFun = NULL, tileSize = 256, ...)
```

Arguments:

grid Either a stars grid, a path pointing towards a gridded file, a function or a list of named functions

colorFun a color function to use for coloring the map tiles, the function needs to be the same format as `leaflet::colorNumeric()`. It is important to specify a color function as it is important to keep the range of the color scale similar between tiles, therefore the minimum and maximum needs to be fixed. It can also be a list of color functions.

tileSize The size of the tile (generally 256 pixels, and not tested with other sizes)

... Arguments passed on to the `plumber::Plumber`, most important is the port number.

Details: If grid is a function it should take a stars grid as the first argument and return the grid with the same topology with values attached. Any other arguments to the function will be part of the API and will be passed to the function as characters.

Returns: An `starsTileServer` object.

Method `add_tile_endpoint()`: Add three endpoints to the tile server, to return both the tiles and the color scale used.
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Usage:
starsTileServer$add_tile_endpoint(prefix, handlerFun, colorFun, params)

Arguments:
prefix the name to be used by the server for this tile server
handlerFun The function that handles the api request and returns the grid
colorFun The color function to use for example leaflet::colorNumeric()
params parameters passed on to the new method of plumber::PlumberEndpoint

Method get_grid(): return the grid used to initialize the function

Usage:
starsTileServer$get_grid()

Method get_attributes(): return the attributes of the stars grid

Usage:
starsTileServer$get_attributes()

Method get_dimensions(): return the names of the dimensions of the grid

Usage:
starsTileServer$get_dimensions()

Method get_dimension_values_chr(): return the values of a dimension as a character

Usage:
starsTileServer$get_dimension_values_chr(x)

Arguments:
x the name of the dimension

Method get_non_spatial_dimensions(): return all non spatial dimensions

Usage:
starsTileServer$get_non_spatial_dimensions()

Method clone(): The objects of this class are cloneable with this method.

Usage:
starsTileServer$clone(deep = FALSE)

Arguments:
deep Whether to make a deep clone.

Examples

m <- matrix(1:20, nrow = 5, ncol = 4)
dim(m) <- c(x = 5, y = 4) # named dim
(s <- stars::st_as_stars(m))
sf::st_crs(s) <- 4326
starsTileServer$new(s)
# Working directly from a file
grid <- system.file("tif/L7_ETMs.tif", package = "stars")
Function to calculate a stars grid based on the x,y,z attributes that represents the coordinates of the map tile

Usage

targetGrid(x, y, z, tileSize = 256L)

Arguments

x The location of the tile in the x dimension
y The location of the tile in the y dimension
z The zoom level
tileSize The size of the tile generally 256 pixels

Details

This function is mostly useful for testing purpose.

Value

A stars grid with all values being zero with the dimensions matching those required for the tile specified

Examples

targetGrid(4, 2, 4)
targetGrid(4, 2, 4, 128)
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