Package ‘tinter’
April 17, 2020

Title  Generate a Monochromatic Palette
Version  0.1.0
Description  Generate a palette of tints, shades or both from a single colour.
URL  https://github.com/poissonconsulting/tinter
BugReports  https://github.com/poissonconsulting/tinter/issues
Depends  R (>= 3.4)
Imports  chk, grDevices
Suggests  graphics, covr, testthat
License  MIT + file LICENSE
Encoding  UTF-8
LazyData  true
RoxygenNote  7.1.0
Language  en-US
NeedsCompilation  no
Author  Sebastian Dalgarno [aut, cre],
       Joe Thorley [ctb] (<https://orcid.org/0000-0002-7683-4592>)
Maintainer  Sebastian Dalgarno <seb@poissonconsulting.ca>
Repository  CRAN
Date/Publication  2020-04-17 17:20:02 UTC

R topics documented:

chk_color  ................................................................. 2
darken  ................................................................. 3
lighten  ................................................................. 3
tinter  ................................................................. 4
vld_color  ................................................................. 4

Index  6
chk_color  Check Color String

Description
Checks that x is a string (non-missing character vector of length 1) that specifies a color.
chk_color checks if a color string.
chk_colour checks if a color string.

Usage
chk_color(x, x_name = NULL)
chk_colour(x, x_name = NULL)

Arguments
x The object to check.
x_name A string of the name of object x or NULL.

Value
NULL, invisibly. Called for the side effect of throwing an error if the condition is not met.

Functions
• chk_color: Check Color String Object
• chk_colour: Check Color String Object

See Also
vld_color()

Examples
# chk_color
chk_color("blue")
try(chk_color("glue"))

# chk_colour
chk_colour("blue")
try(chk_colour("glue"))
**darken**

*Darken colour.*

**Description**

Darken colour.

**Usage**

```
darken(x, amount)
```

**Arguments**

- `x` A vector of strings of colours in any format accepted by grDevices::col2rgb().
- `amount` A number from 0 to 1.

**Value**

A vector of modified colours.

**Examples**

```
darken(tinter("blue"), 0.2)
```

---

**lighten**

*Lighten colour.*

**Description**

Lighten colour.

**Usage**

```
lighten(x, amount)
```

**Arguments**

- `x` A vector of strings of colours in any format accepted by grDevices::col2rgb().
- `amount` A number from 0 to 1.

**Value**

A vector of modified colours.

**Examples**

```
lighten(tinter("blue"), 0.2)
```
tinter

*Generate shades, tints or both from a colour.*

**Description**

Generate shades, tints or both from a colour.

**Usage**

`tinter(x, steps = 5, crop = 1, direction = "both", adjust = 0)`

**Arguments**

- **x**: A string of a colour in any format accepted by `grDevices::col2rgb()`.
- **steps**: An integer indicating how many shades/tints to generate (excluding x).
- **crop**: An integer indicating how many extreme colours to remove (e.g. crop = 1 eliminates 'black' and 'white').
- **direction**: A string indicating whether to include 'tints', 'shades' or 'both'.
- **adjust**: A number between -1 and 1. Values between 0 and -1 increasingly darken colour; values between 0 and 1 increasingly lighten colour.

**Value**

A vector of colours.

**Examples**

- `tinter("blue")`
- `tinter("#fa6a5c", steps = 10, crop = 3)`
- `tinter("#fa6a5c", direction = "tints")`

---

vld_color

*Validate Color String*

**Description**

Validates whether x is a string (non-missing character vector of length 1) that specifies a color.

**Usage**

`vld_color(x)`

`vld_colour(x)`
Arguments

x The object to check.

Value

A flag indicating whether the object was validated.

Functions

- vld_color: Validate Color String
- vld_colour: Validate Colour String

See Also

chk_color()

Examples

```python
# vld_color
vld_color("blue")
vld_color("glue")

# vld_color
vld_colour("blue")
vld_colour("glue")
```
Index

chk_color, 2
chk_color(), 5
chk_colour (chk_color), 2

darken, 3

lighten, 3

tinter, 4

vld_color, 4
vld_color(), 2
vld_colour (vld_color), 4