Package 'ggdiagram'

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Title Object-Oriented Diagram Plots with 'ggplot2'

Version 0.1.0

Description Creates diagrams with an object-oriented approach. Geometric objects have computed properties with information about themselves (e.g., their area) or about their relationships with other objects (e.g, the distance between their edges). The objects have methods to convert them to geoms that can be plotted in 'ggplot2'.

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URL https://github.com/wjschne/ggdiagram, https://wjschne.github.io/ggdiagram/

BugReports https://github.com/wjschne/ggdiagram/issues

Depends R (>= 4.1.0)

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Contents

`arrowhead` *Return default arrowhead*

Description

The arrowhead function returns the default arrowhead. The set_default_arrowhead function will change the default arrowhead in the current R session. For details about making arrowheads, see the ggarrow and arrowheadr packages.

Usage

```
arrowhead()

set_default_arrowhead(m = NULL)
```

Arguments

`m`	A matrix used to make a ggarrow arrowhead

Value

2-column matrix

previous default arrowhead

Examples

```
arrowhead()
# Set new default
set_default_arrowhead(ggarrow::arrow_head_wings(offset = 25))
arrowhead()
# restore default
set_default_arrowhead()
arrowhead()
```

as.geom *as.geom function*

Description

Converts a ggdiagram shape to a ggplot2 geom

Usage

```
as.geom(x, ...)
```

Arguments

x	a shape
...	<dynamic-dots> Pass arguments to ggplot2::geom_point

Details

Usually the as.geom function is not necessary to call explicitly because it is called whenever a ggdiagram shape is added to a ggplot. However, in complex situations (e.g., making a function that assembles many objects), it is sometimes necessary to make the call explicitly.

Value

geom

Examples

```
library(ggplot2)
c1 <- ob_circle(radius = 3)
ggplot() +
  as.geom(c1, fill = "black") +
  coord_equal()
```

bind *bind method*

Description

bind method

Usage

```
bind(x, ...)
```

Arguments

x	list of objects to bind
...	<dynamic-dots> properties passed to style

Value

a bound object of same class as x (or list of objects if x contains objects of different types)

Examples

```
bind(c(ob_point(1,2), ob_point(3,4)))
bind(c(ob_circle(ob_point(0,0), radius = 1),
       ob_circle(ob_point(1,1), radius = 2)))
```

---

circle_from_3_points *Get a circle from 3 points*

Description

Get a circle from 3 points

Usage

```
circle_from_3_points(p1, p2 = NULL, p3 = NULL, ...)
```

Arguments

p1	an ob_point of length 1 or length 3
p2	an ob_point of length 1 or NULL
p3	an ob_point of length 1 or NULL
...	<dynamic-dots> Pass arguments to ob_circle

Value

ob_point object

Examples

```
circle_from_3_points(ob_point(1,1),
                     ob_point(2,4),
                     ob_point(5,3))
```

`class_color` *color class*

Description

Useful for manipulating colors in R.

Usage

```
class_color(
  color = character(0),
  hue = NULL,
  saturation = NULL,
  brightness = NULL,
  alpha = NULL,
  id = character(0)
)
```

Arguments

`color`	character (R color or hex code)
`hue`	get or set the hue of a color (i.e., the h in the hsv model)
`saturation`	get or set the saturation of a color (i.e., the s in the hsv model)
`brightness`	get or set the brightness of a color (i.e., the v in the hsv model)
`alpha`	get or set the transparency of a color
`id`	character identifier

Value

class_color object

Slots

`transparentize` function to return the color with a new transparency (i.e., alpha)

`lighten` function to return a lighter color

`darken` function to return a darker color

Examples

```
mycolor <- class_color("blue")
mycolor
# Display html hexcode
c(mycolor)
# Set transparency
mycolor@transparentize(.5)
# Lighten color
```

```
mycolor@lighten(.5)
# Darken color
mycolor@darken(.5)
```

---

connect *Arrow connect one shape to another*

Description

By default, will create an ob_segment with an arrowhead on the end. If arc_bend is specified, an ob_arc with an arrowhead will be created instead. If from_offset or to_offset are specified, an ob_bezier with an arrowhead will be created.

Usage

```
connect(
  from,
  to,
  ...,
  label = character(0),
  arc_bend = NULL,
  from_offset = NULL,
  to_offset = NULL,
  alpha = numeric(0),
  arrow_head = the$arrow_head,
  arrow_fins = list(),
  arrowhead_length = 7,
  length_head = numeric(0),
  length_fins = numeric(0),
  color = character(0),
  lineend = numeric(0),
  linejoin = numeric(0),
  linewidth = numeric(0),
  linewidth_fins = numeric(0),
  linewidth_head = numeric(0),
  linetype = numeric(0),
  resect = numeric(0),
  resect_fins = numeric(0),
  resect_head = numeric(0),
  stroke_color = character(0),
  stroke_width = numeric(0),
  style = S7::class_missing,
  label_sloped = TRUE,
  id = character(0)
)
```

Arguments

from	first shape object
to	second shape object
...	<dynamic-dots> Arguments passed to ob_style
label	A character, angle, or label object
arc_bend	If specified, the arrow will be an arc with a sagitta sized in proportion to the distance between points. The sagitta is is the largest distance from the arc's chord to the arc itself. Negative values bend left. Positive values bend right. 1 and -1 create semi-circles. 0 is a straight segment. If specified, will override from_offset and to_offset.
from_offset	If specified, arrow will be a bezier curve. The from_offset is a point (ob_point or ob_polar) that is added to from to act as a control point in the bezier curve.
to_offset	If specified, arrow will be a bezier curve. The to_offset is a point (ob_point or ob_polar) that is added to to to act as a control point in the bezier curve.
alpha	numeric value for alpha transparency
arrow_head	A 2-column matrix of polygon points
arrow_fins	A 2-column matrix of polygon points
arrowhead_length	Determines the size of the arrow ornaments. This parameter becomes the length parameter in ggarrow functions. Numeric values set the ornament size relative to the linewidth. A grid::unit value sets the ornament size in an absolute manner.
length_head	Determines the size of the arrow head. Numeric values set the ornament size relative to the linewidth. A grid::unit value sets the ornament size in an absolute manner. From ggarrow.
length_fins	Determines the size of the arrow fins. Numeric values set the ornament size relative to the linewidth. A grid::unit value sets the ornament size in an absolute manner. From ggarrow.
color	character string for color
lineend	Line end style (round, butt, square).
linejoin	Line join style (round, mitre, bevel).
linewidth	Width of lines
linewidth_fins	Line width for arrow fins
linewidth_head	Line width for arrow fins
linetype	type of lines
resect	A numeric(1) denoting millimeters or grid::unit to shorten the arrow head and fins.
resect_fins	A numeric(1) denoting millimeters or grid::unit to shorten the arrow fins
resect_head	A numeric(1) denoting millimeters or grid::unit to shorten the arrow head.
stroke_color	Color of point border line
stroke_width	Stroke width in arrows
style	Gets and sets the styles associated with ob_beziers
label_sloped	A logical value indicating whether the label should be sloped with the curve
id	character string to identify object

Value

ob_segment

`data2shape` *Make shapes from data*

Description

Allows a data.frame or tibble to be converted to shape objects.

Usage

```
data2shape(data, shape)
```

Arguments

`data`	data.frame or tibble
`shape`	shape function

Value

shape object

Examples

```
d <- data.frame(
  x = 1:2,
  y = 1:2,
  fill = c("blue", "forestgreen"),
  color = NA,
  radius = c(.25,0.5))

ggdiagram() +
  data2shape(d, ob_circle)
```

`distance` *Calculate distance between 2 points*

Description

Calculate distance between 2 points

Usage

```
distance(x, y, ...)
```

Arguments

x	an ob_point, ob_line, ob_segment, or object with a center point (e.g., ob_circle, ob_rectangle, ob_ellipse)
y	an ob_point, ob_line, ob_segment, or object with a center point (e.g., ob_circle, ob_rectangle, ob_ellipse)
...	<dynamic-dots> Not used

Value

numeric

Examples

```
# Distance between two objects
p1 <- ob_point(0, 0)
p2 <- ob_point(3, 4)
distance(p1, p2)

# Distance between the endpoints of a segment
s1 <- ob_segment(p1, p2)
distance(s1)

# Distance between a point and a line
l1 <- ob_line(slope = 0, intercept = 1)
distance(p1, l1)

# Shortest distance between the edges of 2 circles
c1 <- ob_circle(p1, radius = 1)
c2 <- ob_circle(p2, radius = 2)
distance(c1, c2)
```

---

equation *equation*

Description

Get equation for object

Usage

```
equation(
  x,
  type = c("y", "general", "parametric"),
  output = c("markdown", "latex"),
  digits = 2
)
```

Arguments

x	object
type	equation type. Can be y (default), general, or parametric
output	Can be markdown (default) or latex
digits	rounding digits

Value

string

Examples

```
l1 <- ob_line(slope = 2, intercept = 4)
c1 <- ob_circle(radius = 3)
ggdiagram() +
  l1 +
  c1 +
  ob_label(label = equation(c1),
           center = c1@center,
           size = 16) +
  ob_label(label = equation(l1),
           center = ob_segment(intersection(l1, c1))@midpoint(),
           angle = l1@angle,
           size = 16) +
 ggplot2::theme_minimal(base_size = 20)
```

---

get_depth *Function to calculate hierarchy depth in lavaan models*

Description

Function to calculate hierarchy depth in lavaan models

Usage

```
get_depth(x, model, depth = 0L, max_depth = 20)
```

Arguments

x	character vector of variables in a lavaan model
model	character, lavaan fit object, or lavaan parameter table
depth	initial depth
max_depth	max depth at which to stop (prevents infinite loops for non-recursive models)

Value

integer

Examples

```
model <- "X =~ X1 + X2"
get_depth("X", model = model)
get_depth("X1", model = model)
```

`get_tibble` *Get object data with styles in a tibble*

Description

Get object data with styles in a tibble

Get object data in a tibble, filling in any missing styles with defaults

Usage

```
get_tibble(x)

get_tibble_defaults(x)
```

Arguments

x	object

Value

a tibble::tibble

a tibble::tibble

`ggdiagram` *ggdiagram function*

Description

This is a convenient way to specify geom defaults

Usage

```
ggdiagram(
  font_family = "sans",
  font_size = 11,
  linewidth = 0.5,
  point_size = 1.5,
  rect_linewidth = linewidth,
  theme_function = ggplot2::theme_void,
  ...
)
```

Arguments

font_family	font family
font_size	font size in points
linewidth	line width
point_size	point size
rect_linewidth	line width of rectangles
theme_function	A complete ggplot2 theme function (e.g., ggplot2::theme_minimal). Defaults to ggplot2::theme_void
...	<dynamic-dots> Arguments sent to ggplot2::theme

Value

ggplot function

Examples

```
ggdiagram(font_size = 20, font_family = "serif", linewidth = 3) +
   ob_circle(label = "Circle") +
   ob_rectangle(label = "Rectangle", x = 3, width = 3)
```

---

inside *is an ob_point inside a shape ?*

Description

is an ob_point inside a shape ?

Usage

```
inside(x, y)
```

Arguments

x	object
y	object

Value

numeric vector where 1 = inside, 0 = on, -1 = outside

intersection *intersection of 2 objects (e.g., lines)*

Description

intersection of 2 objects (e.g., lines)

Usage

```
intersection(x, y, ...)
```

Arguments

x	object
y	object
...	<dynamic-dots> properties passed to style

Value

shape object

intersection_angle *Compute the angle of the intersection of two objects*

Description

Compute the angle of the intersection of two objects

Usage

```
intersection_angle(x, y)
```

Arguments

x	an object (e.g., ob_point, ob_segment, ob_line)
y	an object (e.g., ob_point, ob_segment, ob_line)

Value

ob_angle object

label_object *Automatic label for objects*

Description

Automatic label for objects

Usage

```
label_object(object, ...)
```

Arguments

object	object
...	<dynamic-dots> additional arguments

Value

string

latex_color *Surround TeX expression with a color command*

Description

Surround TeX expression with a color command

Usage

```
latex_color(x, color)
```

Arguments

x	TeX expression
color	color

Value

string

Examples

```
latex_color("X^2", "red")
```

map_ob *map_ob*

Description

A wrapper for purrr::map. It takes a ggdiagram object with multiple elements, applies a function to each element within the object, and returns a ggdiagram object

Usage

```
map_ob(.x, .f, ..., .progress = FALSE)
```

Arguments

.x	a ggdiagram object
.f	a function that returns a ggdiagram object
...	<dynamic-dots> arguments passed to .f
.progress	display progress if TRUE

Value

a ggdiagram object

mean_color *Average across colors*

Description

Average across colors

Usage

```
mean_color(x)
```

Arguments

x	color

Value

string

Examples

```
color_A <- "dodgerblue"
color_B <- "violet"
color_AB <- mean_color(c(color_A, color_B))
fills <- c(color_A,
           color_AB,
           color_B)
ggdiagram() +
  ob_circle(x = c(0, 3, 6),
            color = NA,
            fill = fills)
```

`midpoint` *Get one or more points at positions from 0 to 1*

Description

It is possible to get more than one midpoint by specifying a position vector with a length greater than 1. Position values outside 0 and 1 will usually work, but will be outside the object.

Usage

```
midpoint(x, y, position = 0.5, ...)
```

Arguments

`x`	object
`y`	object (can be omitted for segments and arcs)
`position`	numeric vector. 0 is start, 1 is end. Defaults to .5
`...`	<dynamic-dots> properties passed to style

Value

ob_point

`nudge` *Move an object*

Description

Move an object

Usage

```
nudge(object, x, y, ...)
```

Arguments

object	object
x	nudge right and left
y	nudge up and down
...	<dynamic-dots> properties passed to style

Value

object of same class as object

Examples

```
ob_circle() |> nudge(x = 2)
# Alternative to nudge:
ob_circle() + ob_point(2, 0)
```

---

ob_angle *ob_angle*

Description

Creates an angle in the metric of radians, degrees, and turns.

Usage

```
ob_angle(
  .data = numeric(0),
  degree = numeric(0),
  radian = numeric(0),
  turn = numeric(0)
)

degree(degree = numeric(0))

radian(radian = numeric(0))

turn(turn = numeric(0))
```

Arguments

.data	a real number indicating the number of turns.
degree	degrees
radian	radians
turn	proportion of full turns of a circle (1 turn = 2 * pi radians)

Details

Angles turns can be any real number, but degrees are displayed as values between -360 and +360, and radians are between -2pi and +2pi.

Value

ob_angle

Slots

`positive` if angle is negative, adds a full turn to ensure the angle is positive

`negative` if angle is positive, subtracts a full turn to ensure the angle is negative

Examples

```
# Three Different ways to make a right angle
## 90 degrees
degree(90)

## half pi radians
radian(.5 * pi)

## A quarter turn
turn(.25)

# Operations
degree(30) + degree(20)
degree(350) + degree(20)
degree(30) - degree(30)
degree(30) - degree(50)

degree(30) * 2
degree(30) / 3

radian(1) + 1 # added or subtracted numbers are radians
degree(10) + 10 # added or subtracted numbers are degrees
turn(.25) + .25 # added or subtracted numbers are turns

# Trigonometric functions work as normal
sin(degree(30))
cos(degree(30))
tan(degree(30))
```

`ob_arc` *ob_arc class*

Description

Create arcs and wedges

Usage

```
ob_arc(
  center = ob_point(0, 0),
  radius = 1,
  start = 0,
  end = 0,
  label = character(0),
  label_sloped = FALSE,
  start_point = S7::class_missing,
  end_point = S7::class_missing,
  n = 360,
  type = "arc",
  alpha = numeric(0),
  arrow_head = list(),
  arrow_fins = list(),
  arrowhead_length = numeric(0),
  length_head = numeric(0),
  length_fins = numeric(0),
  color = character(0),
  fill = character(0),
  lineend = numeric(0),
  linejoin = numeric(0),
  linewidth = numeric(0),
  linewidth_fins = numeric(0),
  linewidth_head = numeric(0),
  linetype = numeric(0),
  resect = numeric(0),
  resect_fins = numeric(0),
  resect_head = numeric(0),
  stroke_color = character(0),
  stroke_width = numeric(0),
  style = S7::class_missing,
  x = numeric(0),
  y = numeric(0),
  id = character(0),
  ...
)

ob_wedge(
  center = ob_point(0, 0),
  radius = 1,
  start = 0,
  end = 0,
  label = character(0),
  label_sloped = FALSE,
  start_point = S7::class_missing,
  end_point = S7::class_missing,
  n = 360,
```

```
  type = "wedge",
  alpha = numeric(0),
  arrow_head = list(),
  arrow_fins = list(),
  arrowhead_length = numeric(0),
  length_head = numeric(0),
  length_fins = numeric(0),
  color = NA,
  fill = "black",
  lineend = numeric(0),
  linejoin = numeric(0),
  linewidth = numeric(0),
  linewidth_fins = numeric(0),
  linewidth_head = numeric(0),
  linetype = numeric(0),
  resect = numeric(0),
  resect_fins = numeric(0),
  resect_head = numeric(0),
  stroke_color = character(0),
  stroke_width = numeric(0),
  style = S7::class_missing,
  x = numeric(0),
  y = numeric(0),
  id = character(0),
  ...
)

ob_circular_segment(
  center = ob_point(0, 0),
  radius = 1,
  start = 0,
  end = 0,
  label = character(0),
  label_sloped = FALSE,
  start_point = S7::class_missing,
  end_point = S7::class_missing,
  n = 360,
  type = "segment",
  alpha = numeric(0),
  arrow_head = list(),
  arrow_fins = list(),
  arrowhead_length = numeric(0),
  length_head = numeric(0),
  length_fins = numeric(0),
  color = NA,
  fill = "black",
  lineend = numeric(0),
  linejoin = numeric(0),
```

```
  linewidth = numeric(0),
  linewidth_fins = numeric(0),
  linewidth_head = numeric(0),
  linetype = numeric(0),
  resect = numeric(0),
  resect_fins = numeric(0),
  resect_head = numeric(0),
  stroke_color = character(0),
  stroke_width = numeric(0),
  style = S7::class_missing,
  x = numeric(0),
  y = numeric(0),
  id = character(0),
  ...
)
```

Arguments

`center`	point at center of the arc (default = `ob_point(0,0)`)
`radius`	distance between center and edge arc (default = 1)
`start`	start angle. Can be numeric (degrees), degree, radian, turn, or named direction (e.g., "northwest", "east", "below", "left"). Defaults to 0.
`end`	end angle Can be numeric (degrees), degree, radian, turn, or named direction (e.g., "northwest", "east", "below", "left"). Defaults to 0.
`label`	A character, angle, or label object
`label_sloped`	If TRUE, label runs along arc.
`start_point`	Specify where arc starts. Overrides `@center`
`end_point`	Specify where arc ends Overrides `@center`
`n`	number of points in arc (default = 360)
`type`	Type of object to drawn. Can be "arc", "wedge", or "segment"
`alpha`	numeric value for alpha transparency
`arrow_head`	A 2-column matrix of polygon points
`arrow_fins`	A 2-column matrix of polygon points
`arrowhead_length`	Determines the size of the arrow ornaments. This parameter becomes the `length` parameter in ggarrow functions. Numeric values set the ornament size relative to the linewidth. A grid::unit value sets the ornament size in an absolute manner.
`length_head`	Determines the size of the arrow head. Numeric values set the ornament size relative to the linewidth. A grid::unit value sets the ornament size in an absolute manner. From ggarrow.
`length_fins`	Determines the size of the arrow fins. Numeric values set the ornament size relative to the linewidth. A grid::unit value sets the ornament size in an absolute manner. From ggarrow.
`color`	character string for color

fill	character string for fill color
lineend	Line end style (round, butt, square).
linejoin	Line join style (round, mitre, bevel).
linewidth	Width of lines
linewidth_fins	Line width for arrow fins
linewidth_head	Line width for arrow fins
linetype	type of lines
resect	A numeric(1) denoting millimeters or grid::unit to shorten the arrow head and fins.
resect_fins	A numeric(1) denoting millimeters or grid::unit to shorten the arrow fins
resect_head	A numeric(1) denoting millimeters or grid::unit to shorten the arrow head.
stroke_color	Color of point border line
stroke_width	Stroke width in arrows
style	an ob_style object
x	x-coordinate of center point. If specified, overrides x-coordinate of @center.
y	x-coordinate of center point. If specified, overrides y-coordinate of @center.
id	character string to identify object
...	<dynamic-dots> properties passed to style object

Value

ob_arc object

Slots

aesthetics A list of information about the arc's aesthetic properties

angle_at A function that finds the angle of the specified point in relation to the arc's center

apothem Distance from center to the chord's midpoint

arc_length Distance along arc from start_point to end_point

auto_label Places a label at the arc's midpoint

chord ob_segment from start_point to end_point

geom A function that converts the object to a geom. Any additional parameters are passed to ggarrow::geom_arrow.

hatch A function that puts hatch (tally) marks on arcs. Often used to indicate which arcs have the same angle. The k parameter controls how many hatch marks to display. The height parameter controls how long the hatch mark segment is. The sep parameter controls the separation between hatch marks when k > 2. Additional parameters sent to ob_segment.

length The number of arcs in the arc object

midpoint A function that selects 1 or more midpoints of the ob_arc. The position argument can be between 0 and 1. Additional arguments are passed to ob_point.

point_at A function that finds a point on the arc at the specified angle.

`sagitta` ob_segment from chord midpoint to ob_arc midpoint

`tangent_at` A function that finds the tangent line at the specified angle.

`theta` interior angle (end - start)

`tibble` Gets a tibble::tibble or data.frame containing parameters and styles used by ggarrow::geom_arrow.

Examples

```
# 90-degree arc
ggdiagram() +
  ob_arc(
    radius = 6,
    start = degree(0),
    end = degree(90)
 )
```

---

ob_array *make an array of shapes along a line*

Description

make an array of shapes along a line

Usage

```
ob_array(x, k = 2, sep = 1, where = "east", anchor = "center", ...)
```

Arguments

x	shape
k	number of duplicate shapes to make
sep	separation distance between shapes
where	angle or named direction (e.g.,northwest, east, below, left)
anchor	bounding box anchor
...	<dynamic-dots> properties passed to shape

Value

An array of shapes of the same class as object passed to x

ob_bezier *The ob_bezier (i.e., bezier curve) class*

Description

The ob_bezier is specified with an ob_point object that contains at least 2 points, the start and the end. Such a "curve" would actually be a straight line segment. If three points are specified, the middle point is a control point, and a quadratic bezier curve will result. Higher-order bezier curves can be created by having more control points in the middle.

Usage

```
ob_bezier(
  p = S7::class_missing,
  label = character(0),
  label_sloped = TRUE,
  n = 100,
  alpha = numeric(0),
  arrow_head = S7::class_missing,
  arrow_fins = S7::class_missing,
  arrowhead_length = numeric(0),
  length_head = numeric(0),
  length_fins = numeric(0),
  color = character(0),
  fill = character(0),
  lineend = numeric(0),
  linejoin = numeric(0),
  linewidth = numeric(0),
  linewidth_fins = numeric(0),
  linewidth_head = numeric(0),
  linetype = numeric(0),
  resect = numeric(0),
  resect_fins = numeric(0),
  resect_head = numeric(0),
  stroke_color = character(0),
  stroke_width = numeric(0),
  style = S7::class_missing,
  id = character(0),
  ...
)
```

Arguments

p	ob_point or list of ob_points
label	A character, angle, or label object
label_sloped	A logical value indicating whether the label should be sloped with the curve

n	Number of points in a polygon, circle, arc, or ellipse
alpha	numeric value for alpha transparency
arrow_head	A 2-column matrix of polygon points
arrow_fins	A 2-column matrix of polygon points
arrowhead_length	Determines the size of the arrow ornaments. This parameter becomes the length parameter in ggarrow functions. Numeric values set the ornament size relative to the linewidth. A grid::unit value sets the ornament size in an absolute manner.
length_head	Determines the size of the arrow head. Numeric values set the ornament size relative to the linewidth. A grid::unit value sets the ornament size in an absolute manner. From ggarrow.
length_fins	Determines the size of the arrow fins. Numeric values set the ornament size relative to the linewidth. A grid::unit value sets the ornament size in an absolute manner. From ggarrow.
color	character string for color
fill	character string for fill color
lineend	Line end style (round, butt, square).
linejoin	Line join style (round, mitre, bevel).
linewidth	Width of lines
linewidth_fins	Line width for arrow fins
linewidth_head	Line width for arrow fins
linetype	type of lines
resect	A numeric(1) denoting millimeters or grid::unit to shorten the arrow head and fins.
resect_fins	A numeric(1) denoting millimeters or grid::unit to shorten the arrow fins
resect_head	A numeric(1) denoting millimeters or grid::unit to shorten the arrow head.
stroke_color	Color of point border line
stroke_width	Stroke width in arrows
style	Gets and sets the styles associated with ob_beziers
id	character string to identify object
...	<dynamic-dots> properties passed to style

Details

If you wish to specify multiple bezier curves, you must supply a list of ob_point objects. When plotted, the ob_bezier function uses the bezier::bezier function to create the point coordinates of the curve and the ggarrow::geom_arrow function to create the geom.

Value

ob_bezier object

Slots

`length` The number of curves in the ob_bezier object

`tibble` Gets a tibble (data.frame) containing parameters and styles used by `ggarrow::geom_arrow`.

`geom` A function that converts the object to a geom. Any additional parameters are passed to `ggarrow::geom_arrow`.

`midpoint` A function that selects 1 or more midpoints of the ob_bezier. The `position` argument can be between 0 and 1. Additional arguments are passed to `ob_point`.

`aesthetics` A list of information about the ob_bezier's aesthetic properties

Examples

```
control_points <- ob_point(c(0,1,2,4), c(0,4,0,0))
ggdiagram() +
  ob_bezier(control_points, color = "blue")
```

`ob_circle` *ob_circle class*

Description

ob_circle class

Usage

```
ob_circle(
  center = ob_point(0, 0),
  radius = 1,
  label = character(0),
  alpha = numeric(0),
  color = character(0),
  fill = character(0),
  linewidth = numeric(0),
  linetype = numeric(0),
  n = numeric(0),
  style = S7::class_missing,
  x = numeric(0),
  y = numeric(0),
  id = character(0),
  ...
)
```

Arguments

center	point at center of the circle
radius	distance between center and edge circle
label	A character, angle, or label object
alpha	numeric value for alpha transparency
color	character string for color
fill	character string for fill color
linewidth	Width of lines
linetype	type of lines
n	number of points in circle (default = 360)
style	an ob_style object
x	x-coordinate of center point. If specified, overrides x-coordinate of `@center`.
y	x-coordinate of center point. If specified, overrides y-coordinate of `@center`.
id	character string to identify object
...	<dynamic-dots> properties passed to style object

Value

ob_circle object

Slots

`aesthetics` A list of information about the circle's aesthetic properties

`angle_at` A function that finds the angle of the specified point in relation to the circle's center

`area` area of the circle

`bounding_box` a rectangle that contains all the circles

`circumference` circumference of the circle

`geom` A function that converts the object to a geom. Any additional parameters are passed to `ggforce::geom_circle`.

`length` The number of circles in the circle object

`normal_at` A function that finds a point that is perpendicular from the circle and at a specified distance

`point_at` A function that finds a point on the circle at the specified angle.

`polygon` a tibble containing information to create all the polygon points in a circle.

`tangent_at` A function that finds the tangent line at the specified angle.

`tibble` Gets a tibble (data.frame) containing parameters and styles used by `ggforce::geom_cirlce`.

Examples

```
# specify center point and radius
ob_circle(center = ob_point(0,0), radius = 6)
```

ob_covariance *create double-headed arrow paths indicating variance*

Description

create double-headed arrow paths indicating variance

Usage

```
ob_covariance(
  x,
  y,
  where = NULL,
  bend = 0,
  looseness = 1,
  arrow_head = the$arrow_head,
  length_head = 7,
  length_fins = 7,
  resect = 2,
  ...
)
```

Arguments

x	object
y	object
where	exit angle. Can be numeric (degrees), degree, radian, turn, or named direction (e.g., "northwest", "east", "below", "left")
bend	Angle by which the control points are rotated. Can be numeric (degrees), degree, radian, turn, or named direction (e.g., "northwest", "east", "below", "left"). Defaults to 0
looseness	distance of control points as a ratio of the distance to the object's center (e.g., in a circle of radius 1, looseness = 1.5 means that that the control points will be 1.5 units from the start and end points.)
arrow_head	A 2-column matrix of polygon points
length_head	Determines the size of the arrow head. Numeric values set the ornament size relative to the linewidth. A grid::unit value sets the ornament size in an absolute manner. From ggarrow.
length_fins	Determines the size of the arrow fins. Numeric values set the ornament size relative to the linewidth. A grid::unit value sets the ornament size in an absolute manner. From ggarrow.
resect	A numeric(1) denoting millimeters or grid::unit to shorten the arrow head and fins.
...	<dynamic-dots> properties passed to style

Value

An ob_bezier object

Examples

```
ggdiagram() +
  {x <- ob_circle(ob_point(c(-2, 2), 0))} +
  ob_covariance(x = x[1],
                y = x[2],
                label = ob_label("A"))

ggdiagram() +
  x +
  ob_covariance(x = x[1],
                y = x[2],
                label = ob_label("A"),
                where = -45,
                looseness = .75)
```

---

ob_ellipse *ob_ellipse class*

Description

Makes ellipses and superellipses

Usage

```
ob_ellipse(
  center = ob_point(0, 0),
  a = 1,
  b = a,
  angle = 0,
  m1 = numeric(0),
  m2 = numeric(0),
  label = character(0),
  alpha = numeric(0),
  color = character(0),
  fill = character(0),
  linewidth = numeric(0),
  linetype = numeric(0),
  n = numeric(0),
  style = S7::class_missing,
  x = numeric(0),
  y = numeric(0),
  id = character(0),
  ...
)
```

Arguments

center	point at center of ellipse. *Settable.*
a	distance of semi-major axis. *Settable.*
b	distance of semi-minor axis. *Settable.*
angle	ellipse rotation. *Settable.*
m1	exponent of semi-major axis. *Settable.* Controls roundedness of superellipse
m2	exponent of semi-minor axis. *Settable.* By default equal to m1. If different, some functions may not work as expected (e.g., point_at).
label	A character, angle, or label object
alpha	numeric value for alpha transparency
color	character string for color
fill	character string for fill color
linewidth	Width of lines
linetype	type of lines
n	number of points in ellipse (default = 360). *Settable.*
style	gets and sets style parameters
x	x-coordinate of center point. If specified, overrides x-coordinate of @center.
y	x-coordinate of center point. If specified, overrides y-coordinate of @center.
id	character string to identify object
...	<dynamic-dots> properties passed to style object

Value

ob_ellipse object

Slots

length Gets the number of ellipses

tibble Gets a tibble (data.frame) containing parameters and styles used by ggforce::geom_ellipse.

geom A function that converts the object to a geom. Any additional parameters are passed to ggforce::geom_ellipse.

normal_at A function that finds a point perpendicular to the ellipse at angle theta at the specified distance. The definitional parameter is passed to the point_at function. If a point is supplied instead of an angle, the point is projected onto the ellipse and then the normal is calculated found from the projected point.

point_at A function that finds a point on the ellipse at an angle theta. If definitional is FALSE (default), then theta is interpreted as an angle. If TRUE, then theta is the parameter in the definition of the ellipse in polar coordinates.

tangent_at A function that finds a tangent line on the ellipse. Uses point_at to find the tangent point at angle theta and then returns the tangent line at that point. If a point is supplied instead of an angle, the point is projected onto the ellipse and then the tangent line is found from there.

Examples

```
# specify center point and semi-major axes
e <- ob_ellipse(center = ob_point(0,0), a = 2, b = 3)
ggdiagram() +
  e
```

---

ob_intercept *ob_intercept*

Description

Triangle polygons used in path diagrams.

Usage

```
ob_intercept(
  center = ob_point(0, 0),
  width = 1,
  label = character(0),
  top = S7::class_missing,
  left = S7::class_missing,
  right = S7::class_missing,
  vertex_radius = numeric(0),
  alpha = numeric(0),
  color = character(0),
  fill = character(0),
  linewidth = numeric(0),
  linetype = numeric(0),
  x = numeric(0),
  y = numeric(0),
  style = S7::class_missing,
  id = character(0),
  ...
)
```

Arguments

center	ob_point at center
width	length of side
label	A character, angle, or ob_label object
top	Top vertex of triangle
left	Left vertex of triangle
right	Right vertex of triangle
vertex_radius	A numeric or unit vector of length one, specifying the vertex radius
alpha	numeric value for alpha transparency

color	character string for color
fill	character string for fill color
linewidth	Width of lines
linetype	type of lines
x	overrides x-coordinate in center@x
y	overrides x-coordinate in center@y
style	Gets and sets the styles associated with polygons
id	character string to identify object
...	<dynamic-dots> properties passed to style

Value

ob_polygon object

Slots

length The number of polygons in the ob_polygon object

tibble Gets a tibble (data.frame) containing parameters and styles used by ggplot2::geom_polygon.

---

ob_label *ob_label class*

Description

ob_label class

Usage

```
ob_label(
  label = character(0),
  center = S7::class_missing,
  angle = numeric(0),
  alpha = numeric(0),
  color = character(0),
  family = character(0),
  fill = character(0),
  fontface = character(0),
  hjust = numeric(0),
  label.color = character(0),
  label.margin = class_margin(ggplot2::margin(1, 1, 1, 1, "pt")),
  label.padding = class_margin(ggplot2::margin(2, 2, 2, 2, "pt")),
  label.r = numeric(0),
  label.size = numeric(0),
  lineheight = numeric(0),
  polar_just = numeric(0),
```

```
  nudge_x = numeric(0),
  nudge_y = numeric(0),
  size = numeric(0),
  straight = logical(0),
  text.color = character(0),
  vjust = numeric(0),
  style = S7::class_missing,
  plot_point = FALSE,
  position = 0.5,
  spacing = numeric(0),
  x = S7::class_missing,
  y = S7::class_missing,
  id = character(0),
  ...
)
```

Arguments

label	text label
center	ob_point indicating the center of the label
angle	angle of text
alpha	numeric value for alpha transparency
color	character string for color
family	font family
fill	character string for fill color
fontface	Can be plain, bold, italic, or bold.italic
hjust	horizontal justification. 0 means left justified, 1 means right justified, 0.5 means horizontally centered
label.color	Color of label outline.
label.margin	Amount of distance around label. A grid::unit vector of length four. Usually created with ggplot2::margin.
label.padding	Amount of padding around label. A grid::unit vector of length four. Usually created with ggplot2::margin.
label.r	Radius of rounded corners. Defaults to 0.15 lines.
label.size	Width of label outline.
lineheight	Height of line of text
polar_just	an angle, polar point, or point that alters hjust and vjust (polar polar_just not stored in style)
nudge_x	Horizontal adjustment to nudge labels by.
nudge_y	Vertical adjustment to nudge labels by.
size	numeric size
straight	logical. If TRUE, make bzpath label text straight instead of curved.
text.color	Color of label text.

vjust	vertical justification. 0 means bottom aligned, 1 means top aligned, 0.5 means vertically centered
style	a style list
plot_point	plot center ob_point (default = FALSE)
position	position (0 to 1). Used to position a label on an ob_segment, ob_arc, ob_path, or ob_bezier
spacing	letter spacing for labels used with ob_path and ob_bezier
x	x-coordinate of center point. If specified, overrides x-coordinate of `@center`.
y	x-coordinate of center point. If specified, overrides y-coordinate of `@center`.
id	character string to identify object
...	<dynamic-dots> properties passed to style

Value

ob_label object

`ob_latex` *ob_latex class*

Description

make a latex equation

Usage

```
ob_latex(
  tex = character(0),
  center = ob_point(0, 0),
  width = numeric(0),
  height = numeric(0),
  hjust = 0.5,
  vjust = 0.5,
  angle = 0,
  aspect_ratio = 1,
  border = numeric(0),
  family = character(0),
  math_mode = TRUE,
  filename = character(0),
  color = character(0),
  fill = "white",
  density = 300,
  latex_packages = character(0),
  preamble = character(0),
  force_recompile = TRUE,
  delete_files = TRUE,
  id = character(0)
)
```

Arguments

tex	LaTeX equation
center	An ob_point
width	width (specify width or height but not both)
height	height (specify width or height but not both)
hjust	horizontal adjustment. 0 means left justified, 1 means right justified, 0.5 means centered
vjust	vertical justification. 0 means bottom aligned, 1 means top aligned, 0.5 means vertically centered
angle	angle of text
aspect_ratio	alters the aspect ratio of the image
border	border space (in points) around image
family	font family (installed on system) of plain text
math_mode	include dollar signs automatically. Set to FALSE when the latex command is not in math mode
filename	bare file name without extension (e.g., myequation)
color	set color of equation text
fill	set color of background rectangle
density	image quality (dots per inch)
latex_packages	load latex packages
preamble	additional latex commands to load in preamble
force_recompile	Will re-run xelatex even if .pdf file exists already
delete_files	Delete .tex and .pdf files after image is generated.
id	character string to identify object

Value

ob_latex object

Slots

rectangle	gets or sets rectangle that contains the image
image	raster bitmap

ob_line *ob_line class*

Description

Creates a line

Usage

```
ob_line(
  slope = numeric(0),
  intercept = numeric(0),
  xintercept = numeric(0),
  a = numeric(0),
  b = numeric(0),
  c = numeric(0),
  alpha = numeric(0),
  color = character(0),
  lineend = numeric(0),
  linejoin = numeric(0),
  linewidth = numeric(0),
  linetype = numeric(0),
  style = S7::class_missing,
  id = character(0),
  ...
)
```

Arguments

slope	coefficient in y = slope * x + intercept
intercept	value of y when x is 0
xintercept	value of x when y is 0
a	coefficient in general form: a * x + b * y + c = 0
b	coefficient in general form: a * x + b * y + c = 0
c	constant in general form: a * x + b * y + c = 0
alpha	numeric value for alpha transparency
color	character string for color
lineend	Line end style (round, butt, square).
linejoin	Line join style (round, mitre, bevel).
linewidth	Width of lines
linetype	type of lines
style	an ob_style object
id	character string to identify object
...	<dynamic-dots> properties passed to style

Value

ob_line object

---

ob_ngon *The ob_ngon (regular polygon) class*

Description

An ngon is a regular polygon, meaning that each side is of equal length. The ob_ngon object can be specified with a center, n (number of sides), radius, and angle. Instead of specifying a radius, one can specify either the `side_length` or the length of the `apothem` (i.e., the distance from the center to a side's midpoint.

Usage

```
ob_ngon(
  center = ob_point(0, 0),
  n = 3L,
  radius = numeric(0),
  angle = 0,
  label = character(0),
  side_length = numeric(0),
  apothem = numeric(0),
  vertex_radius = numeric(0),
  alpha = numeric(0),
  color = character(0),
  fill = character(0),
  linewidth = numeric(0),
  linetype = numeric(0),
  style = S7::class_missing,
  x = numeric(0),
  y = numeric(0),
  id = character(0),
  ...
)
```

Arguments

`center`	point at center of the ngon
`n`	Number of sides
`radius`	Distance from center to a vertex
`angle`	description
`label`	A character, angle, or label object
`side_length`	Distance of each side
`apothem`	Distance from center to a side's midpoint

vertex_radius	A numeric or unit vector of length one, specifying the corner radius
alpha	numeric value for alpha transparency
color	character string for color
fill	character string for fill color
linewidth	Width of lines
linetype	type of lines
style	Gets and sets the styles associated with ob_ngon
x	overrides x-coordinate in center@x
y	overrides y-coordinate in center@y
id	character string to identify object
...	<dynamic-dots> properties passed to style

Value

ob_ngon object

Slots

area The area of the ngons in the ob_ngon object

length The number of ngons in the ob_ngon object

normal_at A function that finds a point that is perpendicular from the ngon and at a specified distance

perimeter The length of all the side segments

point_at A function that finds a point on the ngon at the specified angle.

segments side segments of the regular polygon

tangent_at A function that finds the tangent line at the specified angle.

tibble Gets a tibble (data.frame) containing parameters and styles used by ggforce::geom_shape.

vertices points on the regular polygon

---

ob_path *The ob_path class*

Description

An ob_path is specified with an ob_point object that contains at least 2 points, the start and the end. Any number of intermediate points are possible.

Usage

```
ob_path(
  p = S7::class_missing,
  label = character(0),
  label_sloped = TRUE,
  alpha = numeric(0),
  arrow_head = S7::class_missing,
  arrow_fins = S7::class_missing,
  arrowhead_length = numeric(0),
  length_head = numeric(0),
  length_fins = numeric(0),
  color = character(0),
  fill = character(0),
  lineend = numeric(0),
  linejoin = numeric(0),
  linewidth = numeric(0),
  linewidth_fins = numeric(0),
  linewidth_head = numeric(0),
  linetype = numeric(0),
  resect = numeric(0),
  resect_fins = numeric(0),
  resect_head = numeric(0),
  stroke_color = character(0),
  stroke_width = numeric(0),
  style = S7::class_missing,
  id = character(0),
  ...
)
```

Arguments

p	ob_point or list of ob_points
label	A character, angle, or ob_label object
label_sloped	A logical value indicating whether the label should be sloped with the curve
alpha	numeric value for alpha transparency
arrow_head	A 2-column matrix of polygon points
arrow_fins	A 2-column matrix of polygon points
arrowhead_length	Determines the size of the arrow ornaments. This parameter becomes the length parameter in ggarrow functions. Numeric values set the ornament size relative to the linewidth. A grid::unit value sets the ornament size in an absolute manner.
length_head	Determines the size of the arrow head. Numeric values set the ornament size relative to the linewidth. A grid::unit value sets the ornament size in an absolute manner. From ggarrow.
length_fins	Determines the size of the arrow fins. Numeric values set the ornament size relative to the linewidth. A grid::unit value sets the ornament size in an absolute manner. From ggarrow.

color	character string for color
fill	character string for fill color
lineend	Line end style (round, butt, square).
linejoin	Line join style (round, mitre, bevel).
linewidth	Width of lines
linewidth_fins	Line width for arrow fins
linewidth_head	Line width for arrow fins
linetype	type of lines
resect	A numeric(1) denoting millimeters or grid::unit to shorten the arrow head and fins.
resect_fins	A numeric(1) denoting millimeters or grid::unit to shorten the arrow fins
resect_head	A numeric(1) denoting millimeters or grid::unit to shorten the arrow head.
stroke_color	Color of point border line
stroke_width	Stroke width in arrows
style	Gets and sets the styles associated with paths
id	character string to identify object
...	<dynamic-dots> properties passed to style

Details

If you wish to specify multiple paths, you must supply a list of ob_point objects. When plotted, the ob_path function uses the ggarrow::geom_arrow function to create the geom.

Value

ob_path object

Slots

length	The number of paths in the ob_path object
tibble	Gets a tibble::tibble containing parameters and styles used by ggarrow::geom_arrow.

---

ob_point *ob_point*

Description

Points are specified with x and y coordinates.

Polar points are ordinary points but are specified with an angle (theta) and a radial distance (r)

Usage

```
ob_point(
  x = 0,
  y = 0,
  alpha = numeric(0),
  color = character(0),
  fill = character(0),
  shape = numeric(0),
  size = numeric(0),
  stroke = numeric(0),
  style = S7::class_missing,
  id = character(0),
  ...
)

ob_polar(
  theta = S7::class_missing,
  r = numeric(0),
  alpha = numeric(0),
  color = character(0),
  fill = character(0),
  shape = numeric(0),
  size = numeric(0),
  stroke = numeric(0),
  style = S7::class_missing,
  id = character(0)
)
```

Arguments

x	Vector of coordinates on the x-axis (also can take a tibble/data.frame or 2-column matrix as input.)
y	Vector of coordinates on the y-axis
alpha	numeric value for alpha transparency
color	character string for color
fill	character string for fill color
shape	Point shape type. Can be specified with an integer (between 0 and 25), a single character (which uses that character as the plotting symbol), a . to draw the smallest rectangle that is visible (i.e., about one pixel), an NA to draw nothing, or a mapping to a discrete variable.
size	numeric size
stroke	Width of point border line
style	Gets and sets the styles associated with points
id	character string to identify object
...	<dynamic-dots> properties passed to style

theta	Angle of the vector from the origin to the ob_point
r	Radius = Distance from the origin to the ob_point

Value

ob_point object

Slots

auto_label Gets x and y coordinates and makes a label "(x,y)"

geom A function that converts the object to a geom. Any additional parameters are passed to ggplot2::geom_point.

length The number of points in the ob_point object

tibble Gets a tibble::tibble containing parameters and styles used by ggplot2::geom_point.

xy Gets a 2-column matrix of the x and y coordinates of the ob_point object.

Examples

```
ggdiagram() +
  ob_point(1:5, 1:5) +
  ggplot2::theme_minimal()

ggdiagram() +
  ob_polar(degree(seq(0, 330, 30)), r = 2) +
  ggplot2::theme_minimal()
```

---

ob_polygon *The ob_polygon class*

Description

A polygon is specified with an ob_point that contains at least 3 points, the start and the end. Any number of intermediate points are possible.

Usage

```
ob_polygon(
  p = S7::class_missing,
  label = character(0),
  vertex_radius = numeric(0),
  alpha = numeric(0),
  color = character(0),
  fill = character(0),
  linewidth = numeric(0),
  linetype = numeric(0),
  style = S7::class_missing,
  id = character(0),
  ...
)
```

Arguments

p	ob_point or list of ob_point objects
label	A character, angle, or ob_label object
vertex_radius	A numeric or unit vector of length one, specifying the corner radius
alpha	numeric value for alpha transparency
color	character string for color
fill	character string for fill color
linewidth	Width of lines
linetype	type of lines
style	Gets and sets the styles associated with polygons
id	character string to identify object
...	<dynamic-dots> properties passed to style

Details

If you wish to specify multiple polygons, you must supply a list of ob_point objects. When plotted, the ob_polygon function uses the ggforce::geom_shape function to create the geom.

Value

ob_polygon object

Slots

length	The number of polygons in the ob_polygon object
tibble	Gets a tibble (data.frame) containing parameters and styles used by ggforce::geom_shape.

---

ob_rectangle *ob_rectangle class*

Description

ob_rectangle class

Usage

```
ob_rectangle(
  center = S7::class_missing,
  width = numeric(0),
  height = numeric(0),
  east = S7::class_missing,
  north = S7::class_missing,
  west = S7::class_missing,
  south = S7::class_missing,
```

```
  northeast = S7::class_missing,
  northwest = S7::class_missing,
  southwest = S7::class_missing,
  southeast = S7::class_missing,
  angle = numeric(0),
  vertex_radius = numeric(0),
  label = character(0),
  alpha = numeric(0),
  color = character(0),
  fill = character(0),
  linewidth = numeric(0),
  linetype = numeric(0),
  style = S7::class_missing,
  x = numeric(0),
  y = numeric(0),
  id = character(0),
  ...
)
```

Arguments

center	ob_point at center of the rectangle
width	width
height	height
east	right middle point (ob_point)
north	top middle point (ob_point)
west	left middle point (ob_point)
south	top middle point (ob_point)
northeast	upper right point (ob_point)
northwest	upper left point (ob_point)
southwest	lower left point (ob_point)
southeast	lower right point (ob_point)
angle	angle of text
vertex_radius	A numeric or unit vector of length one, specifying the corner radius for rounded corners
label	A character, angle, or ob_label object
alpha	numeric value for alpha transparency
color	character string for color
fill	character string for fill color
linewidth	Width of lines
linetype	type of lines
style	a style object
x	overrides x-coordinate in center@x

y	overrides y-coordinate in center@x
id	character string to identify object
...	<dynamic-dots> properties passed to style

Value

ob_rectangle object

Examples

```
ggdiagram() +
  ob_rectangle(center = ob_point(0,0), width = 3, height = 2)
```

---

ob_reuleaux *Reuleaux polygon*

Description

Reuleaux polygon

Usage

```
ob_reuleaux(
  center = ob_point(0, 0),
  n = 5,
  radius = 1,
  angle = 90,
  label = character(0),
  vertex_radius = numeric(0),
  alpha = numeric(0),
  color = "black",
  fill = character(0),
  linewidth = numeric(0),
  linetype = numeric(0),
  style = S7::class_missing,
  id = character(0),
  ...
)
```

Arguments

center	ob_point at center of the rectangle
n	Number of sides. True Reuleaux polygons have an odd number of sides, but Reauleaux-like shapes with an even number of sides are possible.
radius	Distance from center to a vertex
angle	angle of text

label	A character, angle, or ob_label object
vertex_radius	A numeric or unit vector of length one, specifying the corner radius
alpha	numeric value for alpha transparency
color	character string for color
fill	character string for fill color
linewidth	Width of lines
linetype	type of lines
style	Gets and sets the styles associated with polygons
id	character string to identify object
...	<dynamic-dots> unused

Value

ob_reuleaux object

---

ob_segment *ob_segment class*

Description

ob_segment class

Usage

```
ob_segment(
  p1 = S7::class_missing,
  p2 = S7::class_missing,
  label = character(0),
  label_sloped = TRUE,
  alpha = numeric(0),
  arrow_head = ggarrow::arrow_head_minimal(90),
  arrow_fins = list(),
  arrowhead_length = 7,
  length_head = numeric(0),
  length_fins = numeric(0),
  color = character(0),
  lineend = numeric(0),
  linejoin = numeric(0),
  linewidth = numeric(0),
  linewidth_fins = numeric(0),
  linewidth_head = numeric(0),
  linetype = numeric(0),
  resect = numeric(0),
  resect_fins = numeric(0),
```

```
  resect_head = numeric(0),
  stroke_color = character(0),
  stroke_width = numeric(0),
  style = S7::class_missing,
  x = S7::class_missing,
  xend = S7::class_missing,
  y = S7::class_missing,
  yend = S7::class_missing,
  id = character(0),
  ...
)
```

Arguments

p1	starting point (ob_point)
p2	end point (ob_point)
label	A character, angle, or ob_label object
label_sloped	A logical value indicating whether the label should be sloped with the segment
alpha	numeric value for alpha transparency
arrow_head	A 2-column matrix of polygon points
arrow_fins	A 2-column matrix of polygon points
arrowhead_length	Determines the size of the arrow ornaments. This parameter becomes the length parameter in ggarrow functions. Numeric values set the ornament size relative to the linewidth. A grid::unit value sets the ornament size in an absolute manner.
length_head	Determines the size of the arrow head. Numeric values set the ornament size relative to the linewidth. A grid::unit value sets the ornament size in an absolute manner. From ggarrow.
length_fins	Determines the size of the arrow fins. Numeric values set the ornament size relative to the linewidth. A grid::unit value sets the ornament size in an absolute manner. From ggarrow.
color	character string for color
lineend	Line end style (round, butt, square).
linejoin	Line join style (round, mitre, bevel).
linewidth	Width of lines
linewidth_fins	Line width for arrow fins
linewidth_head	Line width for arrow fins
linetype	type of lines
resect	A numeric(1) denoting millimeters or grid::unit to shorten the arrow head and fins.
resect_fins	A numeric(1) denoting millimeters or grid::unit to shorten the arrow fins
resect_head	A numeric(1) denoting millimeters or grid::unit to shorten the arrow head.
stroke_color	Color of point border line

stroke_width	Stroke width in arrows
style	a style list
x	overrides the x-coordinate of p1
xend	overrides the y-coordinate of p1
y	overrides the x-coordinate of p2
yend	overrides the y-coordinate of p2
id	character string to identify object
...	<dynamic-dots> properties passed to style

Value

ob_segment object

Slots

geom A function that converts the object to a geom. Any additional parameters are passed to ggarrow::geom_arrow_segment.

hatch A function that puts hatch (tally) marks on segments. Often used to indicate which segments have the same length. The k parameter controls how many hatch marks to display. The height parameter controls how long the hatch mark segment is. The sep parameter controls the separation between hatch marks when k > 2. Additional parameters sent to ob_segment.

midpoint A function that selects 1 or more midpoints of the ob_segment. The position argument can be between 0 and 1. Additional arguments are passed to ob_point.

nudge A function to move the segment by x and y units.

---

ob_shape_list *ob_shape_list*

Description

makes a heterogeneous list of different ggdiagram objects

Usage

```
ob_shape_list(.data = list())
```

Arguments

.data	a list of objects

Value

An object of ob_shape_list class. List of objects that can be converted to geoms

ob_style *ob_style class*

Description

ob_style class

Usage

```
ob_style(
  id = character(0),
  alpha = numeric(0),
  angle = numeric(0),
  arrow_head = list(),
  arrow_fins = list(),
  arrow_mid = list(),
  color = character(0),
  family = character(0),
  fill = character(0),
  fontface = character(0),
  hjust = numeric(0),
  justify = numeric(0),
  label.color = character(0),
  label.margin = list(),
  label.padding = list(),
  label.r = numeric(0),
  label.size = numeric(0),
  arrowhead_length = numeric(0),
  length_head = numeric(0),
  length_fins = numeric(0),
  length_mid = numeric(0),
  lineend = numeric(0),
  lineheight = numeric(0),
  linejoin = numeric(0),
  linewidth_fins = numeric(0),
  linewidth_head = numeric(0),
  linewidth = numeric(0),
  linetype = numeric(0),
  n = numeric(0),
  nudge_x = numeric(0),
  nudge_y = numeric(0),
  polar_just = numeric(0),
  resect = numeric(0),
  resect_fins = numeric(0),
  resect_head = numeric(0),
  shape = numeric(0),
  size = numeric(0),
```

```
  size.unit = numeric(0),
  straight = logical(0),
  stroke = numeric(0),
  stroke_color = character(0),
  stroke_width = numeric(0),
  text.color = character(0),
  vjust = numeric(0),
  ...
)
```

Arguments

id	character string to identify object
alpha	numeric value for alpha transparency
angle	angle of text
arrow_head	A 2-column matrix of polygon points
arrow_fins	A 2-column matrix of polygon points
arrow_mid	A 2-column matrix of polygon points
color	character string for color
family	font family
fill	character string for fill color
fontface	Can be plain, bold, italic, or bold.italic
hjust	horizontal justification. 0 means left justified, 1 means right justified, 0.5 means horizontally centered
justify	A numeric(1) between 0 and 1 to control where the arrows should be drawn relative to the path's endpoints. A value of 0 sets the arrow's tips at the path's end, whereas a value of 1 sets the arrow's base at the path's end. From ggarrow.
label.color	Color of label outline.
label.margin	Amount of distance around label. A grid::unit vector of length four. Usually created with ggplot2::margin.
label.padding	Amount of padding around label. A grid::unit vector of length four. Usually created with ggplot2::margin.
label.r	Radius of rounded corners. Defaults to 0.15 lines.
label.size	Width of label outline.
arrowhead_length	Determines the size of the arrow ornaments. This parameter becomes the length parameter in ggarrow functions. Numeric values set the ornament size relative to the linewidth. A grid::unit value sets the ornament size in an absolute manner.
length_head	Determines the size of the arrow head. Numeric values set the ornament size relative to the linewidth. A grid::unit value sets the ornament size in an absolute manner. From ggarrow.
length_fins	Determines the size of the arrow fins. Numeric values set the ornament size relative to the linewidth. A grid::unit value sets the ornament size in an absolute manner. From ggarrow.

length_mid	Determines the size of the middle arrows. Numeric values set the ornament size relative to the linewidth. A grid::unit value sets the ornament size in an absolute manner. From ggarrow.
lineend	Line end style (round, butt, square).
lineheight	Height of line of text
linejoin	Line join style (round, mitre, bevel).
linewidth_fins	Line width for arrow fins
linewidth_head	Line width for arrow fins
linewidth	Width of lines
linetype	type of lines
n	Number of points in a polygon, circle, arc, or ellipse
nudge_x	Horizontal adjustment to nudge labels by.
nudge_y	Vertical adjustment to nudge labels by.
polar_just	an angle, polar point, or point that alters hjust and vjust (polar polar_just not stored in style)
resect	A numeric(1) denoting millimeters or grid::unit to shorten the arrow head and fins.
resect_fins	A numeric(1) denoting millimeters or grid::unit to shorten the arrow fins
resect_head	A numeric(1) denoting millimeters or grid::unit to shorten the arrow head.
shape	Point shape type. Can be specified with an integer (between 0 and 25), a single character (which uses that character as the plotting symbol), a . to draw the smallest rectangle that is visible (i.e., about one pixel), an NA to draw nothing, or a mapping to a discrete variable.
size	numeric size
size.unit	How the size aesthetic is interpreted: as points ("pt"), millimeters ("mm"), centimeters ("cm"), inches ("in"), or picas ("pc").
straight	logical. If TRUE, make bzpath label text straight instead of curved.
stroke	Width of point border line
stroke_color	Color of point border line
stroke_width	Stroke width in arrows
text.color	Color of label text.
vjust	vertical justification. 0 means bottom aligned, 1 means top aligned, 0.5 means vertically centered
...	<dynamic-dots> unused

Value

ob_style object

ob_variance *create double-headed arrow paths indicating variance*

Description

create double-headed arrow paths indicating variance

Usage

```
ob_variance(
  x,
  where = "north",
  theta = 50,
  bend = 0,
  looseness = 1,
  arrow_head = the$arrow_head,
  resect = 2,
  ...
)
```

Arguments

x	object
where	Location on object. Can be numeric (degrees), degree, radian, turn, or named direction (e.g., "northwest", "east", "below", "left")
theta	angle width
bend	Angle by which the control points are rotated. Can be numeric (degrees), degree, radian, turn, or named direction (e.g., "northwest", "east", "below", "left"). Defaults to 0.
looseness	distance of control points as a ratio of the distance to the object's center (e.g., in a circle of radius 1, looseness = 1.5 means that that the control points will be 1.5 units from the start and end points.)
arrow_head	A 2-column matrix of polygon points
resect	A numeric(1) denoting millimeters or grid::unit to shorten the arrow head and fins.
...	<dynamic-dots> properties passed to style

Value

Returns an object of type ob_bezier

Examples

```
theta <- degree(seq(0, 360 - 45, 45))
ggdiagram() +
{x <- ob_circle(ob_polar(theta, r = 3))} +
ob_variance(x,
            label = ob_label(LETTERS[seq_along(c(theta))]),
            where = theta,
            looseness = 1.25)
```

`perpendicular_point` *Find point perpendicular to 2 points*

Description

Find point perpendicular to 2 points

Usage

```
e1 %|-% e2

e1 %-|% e2
```

Arguments

e1	first ob_point
e2	second ob_point

Value

ob_point object

ob_point object

Examples

```
x <- ob_point(0,0)
y <- ob_point(1,1)
# Find point perpendicular to x and y going vertically first
x %|-% y
# Find point perpendicular to x and y going horizontally first
x %-|% y
```

place *Place an object a specified distance from another object*

Description

Place an object a specified distance from another object

Usage

```
place(x, from, where = "right", sep = 1, ...)
```

Arguments

x	shape object
from	shape that x is placed in relation to
where	named direction, angle, or number (degrees)
sep	separation distance
...	<dynamic-dots> Arguments passed to ob_style

Value

object of same class as x

polar2just *Convert hjust and vjust parameters from polar coordinates*

Description

This function is how ob_label's vjust and hjust values are recalculated automatically when the polar_just parameter is specified.

Usage

```
polar2just(x, multiplier = NULL, axis = c("h", "v"))
```

Arguments

x	angle. Can be a named direction (e.g., "north"), number (in degrees), degree, radian, or turn
multiplier	distance
axis	vertical (v) or horizontal (h)

Value

ob_angle object

Examples

```
a <- "northwest"
polar2just(a, axis = "h")
polar2just(a, axis = "v")
```

`projection` *Find projection of a point on an object (e.g., line or segment)*

Description

Find projection of a point on an object (e.g., line or segment)

Usage

```
projection(p, object, ...)
```

Arguments

`p`	ob_point
`object`	object (e.g., line or segment)
`...`	<dynamic-dots> properties passed to style object

Value

ob_point

`redefault` *Make a variant of a function with alternate defaults*

Description

Makes a copy of a function with new defaults. Similar to `purrr::partial` except that arguments with new defaults still accept input.

Usage

```
redefault(.f, ...)
```

Arguments

`.f`	function
`...`	<dynamic-dots> new defaults

Value

function

Examples

```
squircle <- redefault(ob_ellipse, m1 = 4)
squircle(a = 3)
```

---

resect *resect*

Description

Shorten segments

Usage

```
resect(x, distance, ...)
```

Arguments

x	object
distance	resect distance
...	<dynamic-dots> properties passed to style
resect	a numeric distance

Value

object of same class as x

---

rotate *Rotate an object in 2 dimensions*

Description

Rotate an object in 2 dimensions

Usage

```
rotate(x, theta, ..., origin = ob_point(0, 0))
```

Arguments

x	object
theta	angle
...	<dynamic-dots> properties passed to style
origin	length 2 vector or point about which rotation occurs

Value

shape object

`round_probability` *Probability rounding*

Description

Rounds to significant digits, removing leading zeros.

Usage

```
round_probability(
  p,
  accuracy = 0.01,
  digits = NULL,
  max_digits = NULL,
  remove_leading_zero = TRUE,
  round_zero_one = TRUE,
  phantom_text = NULL,
  phantom_color = NULL
)
```

Arguments

`p`	probability
`accuracy`	smallest increment
`digits`	significant digits
`max_digits`	maximum rounding digits
`remove_leading_zero`	remove leading zero
`round_zero_one`	round 0 and 1
`phantom_text`	invisible text inserted on the right
`phantom_color`	color of phantom text

Value

a character vector

Examples

```
round_probability(c(0, .0012, .012, .12, .99, .992, .9997, 1), digits = 2)
```

signs_centered *Centering signed numbers*

Description

A wrapper function for the signs::signs function. It adds a space to the right side of negative numbers so that it appear as if the minus sign does not affect the number's centering.

Usage

```
signs_centered(x, space = NULL, encoding = "UTF-8", ...)
```

Arguments

x	a numeric vector
space	a character to be added to negative numbers (defaults to a UTF-8 figure space)
encoding	type of encoding (defaults to UTF-8)
...	parameters passed to signs:signs

Value

a vector of numbers converted to characters

subscript *Create subscripts*

Description

Create subscripts

Create superscript

Usage

```
subscript(x, subscript = seq(length(x)), output = c("markdown", "latex"))

superscript(x, superscript = seq(length(x)), output = c("markdown", "latex"))
```

Arguments

x	string
subscript	subscript
output	Can be markdown (default) or latex
superscript	superscript

Value

text

string

Examples

```
ggdiagram() +
  ob_circle(label = ob_label(subscript("X", 1), size = 16)) +
  ob_circle(x = 3, label = ob_label(superscript("A", 2), size = 16))
```

---

unbind *unbind*

Description

Converts an object with k elements into a list of k objects

Usage

```
unbind(x, ...)
```

Arguments

x	object
...	<dynamic-dots> additional arguments (not used at this time)

Value

a list of objects, each of length 1

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