

Package: impactR.viz (via r-universe)

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Title Color and viz helpers, wrappers, templates

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Description It basically provides colors as hex codes, color palettes,
and some viz functions (graphs and maps).

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Imports dplyr, ggplot2, ggtext, grDevices, rlang, scales

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bar	<i>Simple bar chart</i>
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Description

Simple bar chart

Usage

```
bar(  
  df,  
  x,  
  y,  
  group = "",  
  add_color = color("branding_reach_red"),  
  flip = TRUE,  
  wrap = NULL,  
  position = "dodge",  
  alpha = 1,  
  x_title = NULL,  
  y_title = NULL,  
  group_title = NULL,  
  title = NULL,  
  subtitle = NULL,  
  caption = NULL,  
  width = 0.5,  
  add_text = TRUE,  
  add_text_size = 5,  
  add_text_color = color("branding_reach_grey"),  
  add_text_font_face = "plain",  
  add_text_threshold_display = 0.05,  
  add_text_suffix = "%",  
  add_text_expand_limit = 1.2,  
  add_text_round = 1,  
  theme_fun = theme_reach(grid_major_x = FALSE, axis_x = FALSE, axis_ticks_y = FALSE,  
    legend_direction = "horizontal", legend_position = "bottom"),  
  palette = "cat_5_ibm",  
  scale_impact = TRUE,  
  direction = 1,  
  reverse_guide = TRUE  
)
```

Arguments

- df A data frame.
- x A quoted numeric column.

y	A quoted character column or coercible as a character column.
group	Some quoted grouping categorical column, e.g. administrative areas or population groups.
add_color	Add a color to bars (if no grouping).
flip	TRUE or FALSE. Default to TRUE or horizontal bar plot.
wrap	Should x-labels be wrapped? Number of characters.
position	Should the chart be stacked? Default to "dodge". Can take "dodge" and "stack".
alpha	Fill transparency.
x_title	The x scale title. Default to NULL.
y_title	The y scale title. Default to NULL.
group_title	The group legend title. Default to NULL.
title	Plot title. Default to NULL.
subtitle	Plot subtitle. Default to NULL.
caption	Plot caption. Default to NULL.
width	Bar width.
add_text	TRUE or FALSE. Add values as text.
add_text_size	Text size.
add_text_color	Text color.
add_text_font_face	Text font_face.
add_text_threshold_display	Minimum value to add the text label.
add_text_suffix	If percent is FALSE, should we add a suffix to the text label?
add_text_expand_limit	Default to adding 10% on top of the bar.
add_text_round	Round the text label.
theme_fun	Whatever theme function. For no custom theme, use theme_fun = NULL.
palette	Palette name from palette() .
scale_impact	Use the package custom scales for fill and color.
direction	1 or -1; should the order of colors be reversed?
reverse_guide	Boolean indicating whether the guide should be reversed.

color*Functions to extract IMPACT colors as hex codes*

Description

`color()` returns the requested columns, returns NA if absent. `color_pattern()` returns all colors that start with the pattern.

Usage

```
color(..., unname = TRUE)
```

```
color_pattern(pattern, unname = TRUE)
```

Arguments

<code>...</code>	Character names of colors. If NULL returns all colors.
<code>unname</code>	Boolean. Should the output vector be unnamed? Default to TRUE.
<code>pattern</code>	Pattern of the start of colors' name.

Value

Hex codes named or unnamed.

Naming of colors

- All branding colors start with "branding";
- All categorical colors start with "cat_";
- All continuous colors start with "quant_";

Then, a number indicates the number of colors that belong to the palettes, a string the name of the palette, and, finally, a number the position of the color. E.g., "quant_5_red_4" would be the 4th color of a continuous palettes of 5 colors in the red band. Exception is made for white, light_grey, dark_grey, and black.

palette*Interpolate a color palette*

Description

Interpolate a color palette

Usage

```
palette(
  palette = "branding_reach",
  reverse = FALSE,
  show_palettes = FALSE,
  ...
)
```

Arguments

palette	Character name of a palette in palettes
reverse	Boolean indicating whether the palette should be reversed
show_palettes	Should the output be the set of palettes names to pick from? Default to FALSE
...	Additional arguments to pass to colorRampPalette()

Value

A color palette

palette_gen	<i>Generate color palettes</i>
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Description

[palette_gen\(\)](#) generates a color palette and let you choose whether continuous or discrete. [palette_gen_discrete\(\)](#) and [palette_gen_continuous\(\)](#) generates respectively discrete and continuous palettes.

Usage

```
palette_gen(palette, type, direction = 1, ...)
```

```
palette_gen_discrete(palette = "branding_reach", direction = 1)
```

```
palette_gen_continuous(palette = "quant_7_artichoke", direction = 1, ...)
```

Arguments

palette	Palette name from palette() .
type	"discrete" or "continuous".
direction	1 or -1; should the order of colors be reversed?
...	Additional arguments to pass to colorRampPalette() when type is "continuous".

point	<i>Simple point chart</i>
-------	---------------------------

Description

Simple point chart

Usage

```
point(  
  df,  
  x,  
  y,  
  group = "",  
  add_color = color("branding_reach_red"),  
  flip = TRUE,  
  alpha = 1,  
  size = 2,  
  x_title = NULL,  
  y_title = NULL,  
  group_title = NULL,  
  title = NULL,  
  subtitle = NULL,  
  caption = NULL,  
  theme_fun = theme_reach(grid_major_y = TRUE),  
  palette = "cat_5_ibm",  
  scale_impact = TRUE,  
  direction = 1,  
  reverse_guide = TRUE  
)
```

Arguments

df	A data frame.
x	A numeric column.
y	Another numeric column.
group	Some grouping categorical column, e.g. administrative areas or population groups.
add_color	Add a color to bars (if no grouping).
flip	TRUE or FALSE. Default to TRUE or horizontal bar plot.
alpha	Fill transparency.
size	Point size.
x_title	The x scale title. Default to NULL.
y_title	The y scale title. Default to NULL.

group_title	The group legend title. Default to NULL.
title	Plot title. Default to NULL.
subtitle	Plot subtitle. Default to NULL.
caption	Plot caption. Default to NULL.
theme_fun	Whatever theme. Default to theme_reach(). NULL if no theming needed.
palette	Palette name from palette() .
scale_impact	Use the package custom scales for fill and color.
direction	1 or -1; should the order of colors be reversed?
reverse_guide	Boolean indicating whether the guide should be reversed.

scale_color_impact_discrete

Scale constructors for fill and colors

Description

This function is based on [palette\(\)](#). If palette is NULL, the used palette will be magma from gplot2's viridis scale constructors.

Usage

```
scale_color_impact_discrete(
  palette = "cat_5_ibm",
  direction = 1,
  reverse_guide = TRUE,
  ...
)

scale_fill_impact_discrete(
  palette = "cat_5_ibm",
  direction = 1,
  reverse_guide = TRUE,
  ...
)

scale_fill_impact_continuous(
  palette = "quant_7_artichoke",
  direction = 1,
  reverse_guide = TRUE,
  ...
)

scale_color_impact_continuous(
  palette = "quant_7_artichoke",
```

```

    direction = 1,
    reverse_guide = TRUE,
    ...
  )

```

Arguments

palette	Palette name from <code>palette()</code> .
direction	1 or -1; should the order of colors be reversed?
reverse_guide	Boolean indicating whether the guide should be reversed.
...	Additional arguments passed to <code>ggplot2::discrete_scale()</code> if discrete or <code>ggplot2::scale_fill_gradient()</code> if continuous.

theme_reach	<i>ggplot2 theme wrapper with REACH fonts and colors</i>
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Description

Give some reach colors and fonts to a ggplot.

Usage

```

theme_reach(
  font_family = "Segoe UI",
  title_size = 16,
  title_color = color("branding_reach_grey"),
  title_font_face = "bold",
  title_hjust = NULL,
  title_position_to_plot = TRUE,
  title_font_family = "Roboto Condensed",
  text_size = 14,
  text_color = color("branding_reach_grey"),
  text_font_face = "plain",
  panel_background_color = "#FFFFFF",
  panel_border = FALSE,
  panel_border_color = color("branding_reach_grey"),
  legend_position = "bottom",
  legend_direction = "horizontal",
  legend_justification = "left",
  legend_reverse = TRUE,
  legend_title_size = 14,
  legend_title_color = color("branding_reach_grey"),
  legend_title_font_face = "plain",
  legend_text_size = 12,
  legend_text_color = color("branding_reach_grey"),
  legend_text_font_face = "plain",

```

```

axis_x = TRUE,
axis_y = TRUE,
axis_text_x = TRUE,
axis_line_x = TRUE,
axis_ticks_x = TRUE,
axis_text_y = TRUE,
axis_line_y = TRUE,
axis_ticks_y = TRUE,
axis_text_size = 14,
axis_text_color = color("branding_reach_grey"),
axis_text_font_face = "plain",
axis_title_size = 15,
axis_title_color = color("branding_reach_grey"),
axis_title_font_face = "plain",
axis_text_x_angle = 0,
axis_text_x_vjust = 0.5,
axis_text_x_hjust = 0.5,
grid_major_x = TRUE,
grid_major_y = FALSE,
grid_major_color = color("branding_reach_light_grey"),
grid_major_x_size = 0.01,
grid_major_y_size = 0.01,
grid_minor_x = FALSE,
grid_minor_y = FALSE,
grid_minor_color = color("branding_reach_light_grey"),
grid_minor_x_size = 0.005,
grid_minor_y_size = 0.005,
caption_position_to_plot = TRUE,
...
)

```

Arguments

font_family	The font family for all plot's texts. Default to "Segoe UI".
title_size	The size of the legend title. Defaults to 11.
title_color	Legend title color.
title_font_face	Legend title font face. Default to "plain". Font face ("plain", "italic", "bold", "bold.italic").
title_hjust	Title horizontal justification. Default to NULL. Use 0.5 to center the title.
title_position_to_plot	TRUE or FALSE. Positioning to plot or to panel?
title_font_family	Title font family. Default to "Roboto Condensed".
text_size	The size of all text other than the title, subtitle and caption. Defaults to 10.
text_color	Text color.

text_font_face Text font face. Default to "bold". Font face ("plain", "italic", "bold", "bold.italic").
panel_background_color
 The color for the panel background color. Default to white.
panel_border Boolean. Plot a panel border? Default to FALSE.
panel_border_color
 A color. Default to REACH main grey.
legend_position
 Position of the legend; Default to "right". Can take "right", "left", "top", "bottom" or "none".
legend_direction
 Direction of the legend. Default to "vertical". Can take "vertical" or "horizontal".
legend_justification
 In addition to legend_direction, place the legend. Can take "left", "bottom", "center", "right", "top".
legend_reverse Reverse the color in the guide? Default to TRUE.
legend_title_size
 Legend title size.
legend_title_color
 Legend title color.
legend_title_font_face
 Legend title font face. Default to "plain". Font face ("plain", "italic", "bold", "bold.italic").
legend_text_size
 Legend text size.
legend_text_color
 Legend text color.
legend_text_font_face
 Legend text font face. Default to "plain". Font face ("plain", "italic", "bold", "bold.italic").
axis_x Boolean. Do you need x-axis?
axis_y Boolean. Do you need y-axis?
axis_text_x Boolean. Do you need the text for the x-axis?
axis_line_x Boolean. Do you need the line for the x-axis?
axis_ticks_x Boolean. Do you need the line for the x-axis?
axis_text_y Boolean. Do you need the text for the y-axis?
axis_line_y Boolean. Do you need the line for the y-axis?
axis_ticks_y Boolean. Do you need the line for the y-axis?
axis_text_size Axis text size.
axis_text_color
 Axis text color.
axis_text_font_face
 Axis text font face. Default to "plain". Font face ("plain", "italic", "bold", "bold.italic").

axis_title_size	Axis title size.
axis_title_color	Axis title color.
axis_title_font_face	Axis title font face. Default to "plain". Font face ("plain", "italic", "bold", "bold.italic").
axis_text_x_angle	Angle for the x-axis text.
axis_text_x_vjust	Vertical adjustment for the x-axis text.
axis_text_x_hjust	Vertical adjustment for the x-axis text.
grid_major_x	Boolean. Do you need major grid lines for x-axis?
grid_major_y	Boolean. Do you need major grid lines for y-axis?
grid_major_color	Major grid lines color.
grid_major_x_size	Major X line size.
grid_major_y_size	Major Y line size.
grid_minor_x	Boolean. Do you need minor grid lines for x-axis?
grid_minor_y	Boolean. Do you need minor grid lines for y-axis?
grid_minor_color	Minor grid lines color.
grid_minor_x_size	Minor X line size.
grid_minor_y_size	Minor Y line size.
caption_position_to_plot	TRUE or FALSE. Positioning to plot or to panel?
...	Additional arguments passed to <code>ggplot2::theme()</code> .

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