

# 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

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**Repository** CRAN

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|           |                           |
|-----------|---------------------------|
| chk_color | <i>Check Color String</i> |
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**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"))
```

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|        |                       |
|--------|-----------------------|
| darken | <i>Darken colour.</i> |
|--------|-----------------------|

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**Description**

Darken colour.

**Usage**

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

**Arguments**

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

**Value**

A vector of modified colours.

**Examples**

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

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|         |                        |
|---------|------------------------|
| lighten | <i>Lighten colour.</i> |
|---------|------------------------|

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**Description**

Lighten colour.

**Usage**

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

**Arguments**

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

**Value**

A vector of modified colours.

**Examples**

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

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|        |  |
|--------|--|
| tinter | <i>Generate shades, tints or both from a colour.</i> |
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### 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 <code>grDevices::col2rgb()</code> .   |
| steps     | An integer indicating how many shades/tints to generate (excluding x).   |
| crop      | An integer indicating how many extreme colours to remove (e.g. <code>crop = 1</code> 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")
```

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|           |                              |
|-----------|------------------------------|
| vld_color | <i>Validate Color String</i> |
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### 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**

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

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

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