Package 'palettetown'

October 14, 2022

Type Package

Title Use Pokemon Inspired Colour Palettes

Version 0.1.1

Date 2016-04-06

Author Tim Lucas

Maintainer Tim Lucas <timcdlucas@gmail.com>

Description Use Pokemon(R) inspired palettes with additional 'ggplot2' scales.
Palettes are the colours in each Pokemon's sprite, ordered by how common
they are in the image. The first 386 Pokemon are currently provided.

Suggests ggplot2, magrittr

Imports grDevices, stats, graphics

License MIT + file LICENSE

Copyright Pokemon, pokedex and all pokemon names are trademarks of
Nintendo.

URL

RoxygenNote 5.0.1

NeedsCompilation no

Repository CRAN

Date/Publication 2016-04-07 01:01:15

R topics documented:

---

ichooseyou *Get a pokemon palette. Alias for pokepal.*

Description

Get a pokemon palette by either giving a pokemon number or name. The recomended syntax for this function is 'Magikarp' %>% ichooseyou using the pipe operator %>% from the magrittr package. To specify the `spread` parameter use 'Snorlax' %>% ichooseyou(5)

Usage

```
ichooseyou(pokemon = 1, spread = NULL)
```

Arguments

pokemon   An integer or character pokemon name

spread   How many, quite distinct, colours should be returned. See details.

Details

If `spread` is given an integer, the full palette is clustered into that many groups (ward clustering in HSV space). The most common colour in each cluster is then returned. It is hoped this will give a good balance between reflecting the pokemons colouring while giving relatively distinct colours.

See Also

pokepal

Examples

```
library(magrittr)
pal <- 'Hoothoot' %>% ichooseyou
pal2 <- 'Pichu' %>% ichooseyou(6)
```

---

palettetown *Pokemon inspired colour palettes.*

Description

Pokemon inspired colour palettes.

Author(s)

Tim CD Lucas

---

pokedex	*Display pokemon palettes.*

Description

Display 10 pokemon palettes starting from a name or number. If no name or number is given, 10 of the better palettes are displayed. Pokedex is a Trademark of Nintendo.

Usage

```
pokedex(pokemon = NULL, spread = NULL, cb = NULL)
```

Arguments

pokemon	An integer or character pokemon name
spread	How many, quite distinct, colours should be returned. See details.
cb	A number between 1 and 4 to select ten of 40 colourblind friendly (Deuteranomaly) palettes. pokemon is ignored if used, but spread works as normal.

Details

If spread is given an integer, the full palette is clustered into that many groups (ward clustering in HSV space). The most common colour in each cluster is then returned. It is hoped this will give a good balance between reflecting the pokemons colouring while giving relatively distinct colours.

Thanks to Luis Verde for the colourblind suitable selection.

Examples

```
pokedex()
pokedex('Metapod')
pokedex(5, spread = 2)
pokedex(cb = 3)
pokedex(cb = 2, spread = 6)
```

---

pokepal	*Get a pokemon palette.*

Description

Get a pokemon (R) palette by either giving a pokemon number or name.

Usage

```
pokepal(pokemon = 1, spread = NULL)
```

Arguments

pokemon	An integer or character pokemon name
spread	How many, quite distinct, colours should be returned. See details.

Details

If spread is given an integer, the full palette is clustered into that many groups (ward clustering in HSV space, using only hue and downweighted saturation). The most common colour in each cluster is then returned. It is hoped this will give a good balance between reflecting the pokemons colouring while giving relatively distinct colours.

A few pokemon have odd names. Argument pokemon ignores letter case. Female and Male Nidoran are named NidoranF and NidoranM respectively. Mr. Mime should be either 'Mr. Mime' or 'mr. mime'. The full stop and space are needed.

See Also

ichooseyou

Examples

```
pal <- pokepal(3)
plot(1:length(pal), col = pal)
```

---

scale_colour_poke	*Add a pokemon palette to a ggplot2 colour or fill scale.*

Description

Get a pokemon palette by either giving a pokemon number or name.

Usage

```
scale_colour_poke(..., pokemon = 1, spread = NULL)

scale_fill_poke(..., pokemon = 1, spread = NULL)

scale_color_poke(..., pokemon = 1, spread = NULL)
```

Arguments

...	Other arguments passed on to discrete_scale to control name, limits, breaks, labels and so forth.
pokemon	An integer or character pokemon name
spread	How many, quite distinct, colours should be returned. See details.

Details

If `spread` is given an integer, the full palette is clustered into that many groups (ward clustering in HSV space). The most common colour in each cluster is then returned. It is hoped this will give a good balance between reflecting the pokemons colouring while giving relatively distinct colours.

Examples

```
library(ggplot2)
qplot(Sepal.Length, Sepal.Width, colour = Species, data=iris) +
 scale_colour_poke(pokemon = 'Metapod')
```

Index