# Package: luigg (via r-universe)

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**Title** Mario Themed 'ggplot2' Extensions

**Version** 0.0.0.9000

**Description** Provides Mario and Luigi themed 'ggplot2' extensions. This includes color palettes based on major characters and games. This also provides a warp pipe bar graph style.

**License** MIT + file LICENSE

**Encoding** UTF-8

**Roxygen** list(markdown = TRUE)

**RoxygenNote** 7.2.3

**Imports** cli, ggplot2, rlang

**Suggests** farver

**URL** https://github.com/christopherkenny/luigg, http://christophertkenny.com/luigg/

**BugReports** https://github.com/christopherkenny/luigg/issues

**Repository** https://christopherkenny.r-universe.dev

**RemoteUrl** https://github.com/christopherkenny/luigg

**RemoteRef** HEAD

**RemoteSha** 70684b84b05284ce3aaf80ad856dc09d44675ab7

## Contents

geom_pipe *Warp Pipe Bar Graph*

## Description

Warp Pipe Bar Graph

## Usage

```
geom_pipe(
  mapping = NULL,
  data = NULL,
  stat = "identity",
  position = "identity",
  rule = "evenodd",
  ...,
  na.rm = FALSE,
  show.legend = NA,
  inherit.aes = TRUE
)
```

## Arguments

| | |
|---|---|
| mapping | Set of aesthetic mappings created by aes(). If specified and inherit.aes = TRUE (the default), it is combined with the default mapping at the top level of the plot. You must supply mapping if there is no plot mapping. |
| data | The data to be displayed in this layer. There are three options:<br>If NULL, the default, the data is inherited from the plot data as specified in the call to ggplot().<br>A data.frame, or other object, will override the plot data. All objects will be fortified to produce a data frame. See fortify() for which variables will be created.<br>A function will be called with a single argument, the plot data. The return value must be a data.frame, and will be used as the layer data. A function can be created from a formula (e.g. ~ head(.x, 10)). |
| stat | The statistical transformation to use on the data for this layer, either as a ggproto Geom subclass or as a string naming the stat stripped of the stat_ prefix (e.g. "count" rather than "stat_count") |
| position | Position adjustment, either as a string naming the adjustment (e.g. "jitter" to use position_jitter), or the result of a call to a position adjustment function. Use the latter if you need to change the settings of the adjustment. |
| rule | Either "evenodd" or "winding". If polygons with holes are being drawn (using the subgroup aesthetic) this argument defines how the hole coordinates are interpreted. See the examples in grid::pathGrob() for an explanation. |

| | |
|---|---|
| ... | Other arguments passed on to `layer()`. These are often aesthetics, used to set an aesthetic to a fixed value, like `colour = "red"` or `size = 3`. They may also be parameters to the paired geom/stat. |
| na.rm | If `FALSE`, the default, missing values are removed with a warning. If `TRUE`, missing values are silently removed. |
| show.legend | logical. Should this layer be included in the legends? `NA`, the default, includes if any aesthetics are mapped. `FALSE` never includes, and `TRUE` always includes. It can also be a named logical vector to finely select the aesthetics to display. |
| inherit.aes | If `FALSE`, overrides the default aesthetics, rather than combining with them. This is most useful for helper functions that define both data and aesthetics and shouldn't inherit behaviour from the default plot specification, e.g. `borders()`. |

## Value

a ggplot

## Examples

```
set.seed(1)
data.frame(x = as.character(1:4), n = 100 * runif(n = 4, 0, .5)) |>
 ggplot2::ggplot(ggplot2::aes(x = x, y = n, fill = x)) +
  geom_pipe() +
  scale_fill_luigg(palette = 'warp_pipe') +
  ggplot2::theme_void()
```

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# luigg *Mario Brothers Color Palettes*

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## Description

Color palettes from various Mario/Nintendo games

## Usage

```
luigg
```

## Format

list of character vectors of type `c('palette', 'character')`

## Details

Included palettes:

- **super_mario**, Super Mario Bros. palette (from Politis et al 2017)
- **double_dash**, Mario Kart Double Dash palette

## References

Dionysios Politis et. al. International Journal of New Technologies in Science and Engineering Vol. 4, Issue. 1, Jan 2017, ISSN 2349-0780

## Examples

```
plot(luigg$super_mario)
```

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`scale_color_luigg` *Mario and Luigi Color Scales for* `ggplot2`

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## Description

Mario and Luigi Color Scales for `ggplot2`

## Usage

```
scale_color_luigg(palette = "super_mario", which = NULL, ..., reverse = FALSE)

scale_fill_luigg(palette = "super_mario", which = NULL, ..., reverse = FALSE)

scale_colour_luigg(palette = "super_mario", which = NULL, ..., reverse = FALSE)
```

## Arguments

| | |
|---|---|
| `palette` | palette from `names(luigg)` to use |
| `which` | numeric indices of colors to use. `NULL` by default. |
| `...` | arguments passed on to `ggplot2::discrete_scale()` |
| `reverse` | Should the vector be reversed? Default is `FALSE`. |

## Value

A ggplot2::Scale

## Examples

```
library(ggplot2)
ggplot2::mpg |>
  ggplot() +
   geom_point(aes(displ, hwy, colour = class)) +
   scale_color_luigg(palette = 'warp_pipe')

ggplot2::mpg |>
  ggplot() +
   geom_point(aes(displ, hwy, fill = class), pch = 23, color = 'transparent') +
   scale_fill_luigg(palette = 'warp_pipe')
```

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