

Package ‘bittermelon’

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Type Package

Title Monochrome Bitmap Font Tools

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Description Provides functions for creating and modifying bitmaps with special emphasis on bitmap fonts and their glyphs. Provides native read/write support for the 'hex' and 'yaff' bitmap font formats and if 'Python' is installed can also read/write several more bitmap font formats using an embedded version of 'monobit'.

URL <https://trevorldavis.com/R/bittermelon/>

BugReports <https://github.com/trevorld/bittermelon/issues>

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Imports findpython, grDevices, grid, png, rappdirs, Unicode, utils

Suggests crayon, git2r, ragg, testthat, vdiff, withr

Encoding UTF-8

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as.matrix.bm_bitmap *Coerce bitmap objects to matrix*

Description

as.matrix.bm_bitmap() coerces bm_bitmap() objects to an integer matrix.

Usage

```
## S3 method for class 'bm_bitmap'
as.matrix(x, ...)
```

Arguments

x A `bm_bitmap()` object
 ... Further arguments passed to or from other methods.

Value

An integer matrix

Examples

```
space_matrix <- matrix(0L, ncol = 8L, nrow = 8L)
space_glyph <- bm_bitmap(space_matrix)
print(space_glyph, px = ".")
print(as.matrix(space_glyph))
```

as_bm_bitmap

Coerce to bitmap glyph objects

Description

`as_bm_bitmap()` turns an existing object into a `bm_bitmap()` object.

Usage

```
as_bm_bitmap(x, ...)

## S3 method for class 'matrix'
as_bm_bitmap(x, ...)

## Default S3 method:
as_bm_bitmap(x, ...)

## S3 method for class 'character'
as_bm_bitmap(
  x,
  ...,
  direction = "left-to-right, top-to-bottom",
  font = bm_font(),
  hjust = "left",
  vjust = "top",
  compose = TRUE,
  pua_combining = character(0)
```

```

)

## S3 method for class 'grob'
as_bm_bitmap(
  x,
  ...,
  width = 8L,
  height = 16L,
  png_device = NULL,
  threshold = 0.25
)

```

Arguments

x	An object that can reasonably be coerced to a <code>bm_bitmap()</code> object.
...	Further arguments passed to or from other methods.
direction	For purely horizontal binding either "left-to-right" (default) or its aliases "ltr" and "lr" OR "right-to-left" or its aliases "rtl" and "rl". For purely vertical binding either "top-to-bottom" (default) or its aliases "tbt" and "tb" OR "bottom-to-top" or its aliases "btt" and "bt". For character vectors of length greater than one: for first horizontal binding within values in the vector and then vertical binding across values in the vector "left-to-right, top-to-bottom" (default) or its aliases "lrtb" and "lr-tb"; "left-to-right, bottom-to-top" or its aliases "lrbt" and "lr-bt"; "right-to-left, top-to-bottom" or its aliases "rltb" and "rl-tb"; or "right-to-left, bottom-to-top" or its aliases "rlbt" and "rl-bt". For first vertical binding within values in the vector and then horizontal binding across values "top-to-bottom, left-to-right" or its aliases "tblr" and "tb-lr"; "top-to-bottom, right-to-left" or its aliases "tblr" and "tb-rl"; "bottom-to-top, left-to-right" or its aliases "btlr" and "bt-lr"; or "bottom-to-top, right-to-left" or its aliases "btrl" and "bt-rl". The direction argument is not case-sensitive.
font	A <code>bm_font()</code> object that contains all the characters within x.
hjust	Used by <code>bm_extend()</code> if bitmap widths are different.
vjust	Used by <code>bm_extend()</code> if bitmap heights are different.
compose	Compose graphemes using <code>bm_compose()</code> .
pua_combining	Passed to <code>bm_compose()</code> .
width	Desired width of bitmap
height	Desired height of bitmap
png_device	A function taking arguments filename, width, and height that starts a graphics device that saves a png image with a transparent background. By default will use <code>ragg::agg_png()</code> if available else the "cairo" version of <code>grDevices::png()</code> if available else just <code>grDevices::png()</code> .
threshold	If any png channel weakly exceeds this threshold (on an interval from zero to one) then the pixel is determined to be "black".

Value

A `bm_bitmap()` object.

See Also[bm_bitmap\(\)](#)**Examples**

```

space_matrix <- matrix(0L, nrow = 16L, ncol = 16L)
space_glyph <- as_bm_bitmap(space_matrix)
is_bm_bitmap(space_glyph)
font_file <- system.file("fonts/fixed/4x6.yaff.gz", package = "bittermelon")
font <- read_yaff(font_file)
bm <- as_bm_bitmap("RSTATS", font = font)
print(bm, px = px_ascii)
bm <- as_bm_bitmap("RSTATS", direction = "top-to-bottom", font = font)
print(bm, px = px_ascii)

if (require("grid") && capabilities("png")) {
  circle <- as_bm_bitmap(circleGrob(r = 0.25), width = 16L, height = 16L)
  print(circle, px = c(".", "@"))

  inverted_exclamation <- as_bm_bitmap(textGrob("!", rot = 180),
                                         width = 8L, height = 16L)
  print(inverted_exclamation, px = c(".", "@"))
}

```

as_bm_font

*Coerce to bitmap font objects***Description**

as_bm_font() turns an existing object into a bm_font() object.

Usage

```
as_bm_font(x, ..., comments = NULL, properties = NULL)
```

```
## Default S3 method:
```

```
as_bm_font(x, ..., comments = NULL, properties = NULL)
```

```
## S3 method for class 'list'
```

```
as_bm_font(x, ..., comments = NULL, properties = NULL)
```

Arguments

x	An object that can reasonably be coerced to a bm_font() object.
...	Further arguments passed to or from other methods.
comments	An optional character vector of (global) font comments.
properties	An optional named list of font metadata.

Value

A `bm_font()` object.

See Also

[bm_font\(\)](#)

Examples

```
plus_sign <- matrix(0L, nrow = 9L, ncol = 9L)
plus_sign[5L, 3:7] <- 1L
plus_sign[3:7, 5L] <- 1L
plus_sign_glyph <- bm_bitmap(plus_sign)

space_glyph <- bm_bitmap(matrix(0L, nrow = 9L, ncol = 9L))

l <- list()
l[[str2ucp("+")]] <- plus_sign_glyph
l[[str2ucp(" ")]] <- space_glyph
font <- as_bm_font(l)
is_bm_font(font)
```

as_bm_list

Coerce to bitmap list objects

Description

`as_bm_list()` turns an existing object into a `bm_list()` object. In particular `as_bm_list.character()` turns a string into a bitmap list.

Usage

```
as_bm_list(x, ...)
```

Default S3 method:
`as_bm_list(x, ...)`

S3 method for class 'list'
`as_bm_list(x, ...)`

S3 method for class 'character'
`as_bm_list(x, ..., font = bm_font())`

Arguments

`x` An object that can reasonably be coerced to a `bm_list()` object.

`...` Further arguments passed to or from other methods.

`font` A `bm_font()` object that contains all the characters within `x`.

Value

A `bm_list()` object.

See Also

`bm_list()`

Examples

```
# as_bm_list.character()
font_file <- system.file("fonts/spleen/spleen-8x16.hex.gz", package = "bittermelon")
font <- read_hex(font_file)
bml <- as_bm_list("RSTATS", font = font)
bml <- bm_extend(bml, sides = 1L, value = 0L)
bml <- bm_extend(bml, sides = c(2L, 1L), value = 2L)
bm <- do.call(cbind, bml)
print(bm, px = c(" ", "#", "X"))
```

bm_bitmap

Bitmap object

Description

`bm_bitmap()` creates an S3 object representing bitmap.

Usage

```
bm_bitmap(x)
```

Arguments

x Object to be converted to `bm_bitmap()`. If not already an integer matrix it will be cast to one by `as_bm_bitmap()`.

Details

Bitmaps are represented as integer matrices with special class methods. The bottom left pixel is represented by the first row and first column. The bottom right pixel is represented by the first row and last column. The top left pixel is represented by the last row and first column. The top right pixel is represented by the last row and last column. Color bitmaps are supported (the integer can be any non-negative integer) but we are unlikely to ever support exporting color bitmap fonts. Color bitmaps can be cast to black-and-white bitmaps via `bm_clamp()`.

Value

An integer matrix with a “bm_bitmap” subclass.

Supported S3 methods

- `[.bm_bitmap` and `[<-.bm_bitmap`
- `as.matrix.bm_bitmap()`
- `as.raster.bm_bitmap()` and `plot.bm_bitmap()`
- `cbind.bm_bitmap()` and `rbind.bm_bitmap()`
- `format.bm_bitmap()` and `print.bm_bitmap()`
- `Ops.bm_bitmap()` for all the S3 “Ops” Group generic functions
- `which.bm_bitmap()` (with `which()` re-defined as a generic)

See Also

`as_bm_bitmap()`, `is_bm_bitmap()`

Examples

```
space <- bm_bitmap(matrix(0, nrow = 16, ncol = 16))
print(space, px = ".")
```

bm_call

Execute a function call on bitmap objects

Description

`bm_call()` executes a function call on bitmap objects. Since its first argument is the bitmap object it is more convenient to use with pipes than directly using `base::do.call()` plus it is easier to specify additional arguments.

Usage

```
bm_call(bm_object, .f, ...)
```

Arguments

`bm_object` Either a `bm_bitmap()`, `bm_list()`, or `bm_font()` object.

`.f` A function to execute.

`...` Additional arguments to `.f`.

Value

The return value of `.f`.

Examples

```
font_file <- system.file("fonts/spleen/spleen-8x16.hex.gz", package = "bittermelon")
font <- read_hex(font_file)
bml <- as_bm_list("RSTATS", font = font)
bml <- bm_flip(bml, "both")
bm <- bm_call(bml, cbind, direction = "RTL")
print(bm, px = px_ascii)
```

bm_clamp	<i>Clamp bitmap integer values.</i>
----------	-------------------------------------

Description

bm_clamp() “clamps” bitmap integers that lie outside an interval. The default coerces a multiple-integer-valued bitmap into a binary bitmap (as expected by most bitmap font formats).

Usage

```
bm_clamp(bm_object, lower = 0L, upper = 1L, value = upper)
```

Arguments

bm_object	Either a bm_bitmap() , bm_list() , or bm_font() object.
lower	Integer value. Any value below lower will be clamped.
upper	Integer value. Any value above upper will be clamped.
value	Integer vector of length one or two of replacement value(s). If value is length one any values above upper are replaced by value while those below lower are replaced by lower. If value is length two any values above upper are replaced by value[2] and any values below lower are replaced by value[1].

Value

Either a [bm_bitmap\(\)](#), [bm_list\(\)](#), or [bm_font\(\)](#) object.

Examples

```
plus_sign <- matrix(0L, nrow = 9L, ncol = 9L)
plus_sign[5L, 3:7] <- 2L
plus_sign[3:7, 5L] <- 2L
plus_sign_glyph <- bm_bitmap(plus_sign)
print(plus_sign_glyph, px = c(".", "#", "@"))

plus_sign_clamped <- bm_clamp(plus_sign_glyph)
print(plus_sign_clamped, px = c(".", "#", "@"))
```

`bm_compose`*Compose graphemes in a bitmap list by applying combining marks*

Description

`bm_compose()` simplifies `bm_list()` object by applying combining marks to preceding glyphs (composing new graphemes).

Usage

```
bm_compose(bml, pua_combining = character(0), ...)
```

Arguments

<code>bml</code>	A <code>bm_list()</code> object. All combining marks need appropriate Unicode code point names to be recognized by <code>is_combining_character()</code> .
<code>pua_combining</code>	Additional Unicode code points to be considered as a “combining” character such as characters defined in the Private Use Area (PUA) of a font.
<code>...</code>	Passed to <code>bm_overlay()</code> .

Details

`bm_compose()` identifies combining marks by their name using `is_combining_character()`. It then combines such marks with their immediately preceding glyph using `bm_overlay()`.

Value

A `bm_list()` object.

Examples

```
font_file <- system.file("fonts/spleen/spleen-8x16.hex.gz", package = "bittermelon")
font <- read_hex(font_file)
grave <- font[[str2ucp("`")]]
a <- font[[str2ucp("a")]]
bml <- bm_list(`U+0061` = a, `U+0300` = grave)
print(bml, px = px_ascii)
print(bm_compose(bml), px = px_ascii)
```

bm_compress	<i>Compress bitmaps using a "block elements" scheme</i>
-------------	---

Description

Compress bitmaps by a factor of two by re-mapping to a “block elements” scheme.

Usage

```
bm_compress(bm_object, direction = "vertical")
```

Arguments

bm_object	Either a <code>bm_bitmap()</code> , <code>bm_list()</code> , or <code>bm_font()</code> object.
direction	Either "vertical" or "v", "horizontal" or "h", OR "both" or "b".

Details

Depending on direction we shrink the bitmaps height and/or width by a factor of two and re-encode pairs/quartets of pixels to a “block elements” scheme. If necessary we pad the right/bottom of the bitmap(s) by a pixel. For each pair/quartet we determine the most-common non-zero element and map them to a length twenty set of integers representing the “block elements” scheme. For integers greater than zero we map it to higher twenty character sets i.e. 1’s get mapped to 0:19, 2’s get mapped to 20:39, 3’s get mapped to 40:59, etc. Using the default `px_unicode` will give you the exact matching “Block Elements” glyphs while `px_ascii` gives the closest ASCII approximation. Hence `print.bm_bitmap()` should produce reasonable results for compressed bitmaps if either of them are used as the `px` argument.

Value

Either a `bm_bitmap()`, `bm_list()`, or `bm_font()` object.

See Also

See https://en.wikipedia.org/wiki/Block_Elements for more info on the Unicode Block Elements block.

Examples

```
font_file <- system.file("fonts/spleen/spleen-8x16.hex.gz", package = "bittermelon")
font <- read_hex(font_file)
r <- font[[str2ucp("R")]]
print(r, px = px_ascii)
print(bm_compress(r, "vertical"), px = px_ascii)
print(bm_compress(r, "horizontal"), px = px_ascii)
print(bm_compress(r, "both"), px = px_ascii)
```

bm_distort	<i>Resize images via distortion.</i>
------------	--------------------------------------

Description

bm_distort() resize images to arbitrary width and height value via distortion.

Usage

```
bm_distort(
  bm_object,
  width = NULL,
  height = NULL,
  interpolate = FALSE,
  vp = NULL,
  png_device = NULL,
  threshold = 0.25
)
```

Arguments

bm_object	Either a bm_bitmap() , bm_list() , or bm_font() object.
width	Desired width of bitmap
height	Desired height of bitmap
interpolate	Passed to grid::grid.raster() .
vp	A grid::viewport() object that could be used to further manipulate the image.
png_device	A function taking arguments filename, width, and height that starts a graphics device that saves a png image with a transparent background. By default will use ragg::agg_png() if available else the “cairo” version of grDevices::png() if available else just grDevices::png() .
threshold	If any png channel weakly exceeds this threshold (on an interval from zero to one) then the pixel is determined to be “black”.

Details

bm_distort() generates a distorted [grid::rasterGrob\(\)](#) with the help of [as.raster.bm_bitmap\(\)](#) which is then converted back to a [bm_bitmap\(\)](#) via [as_bm_bitmap.grob\(\)](#).

Value

Either a [bm_bitmap\(\)](#), [bm_list\(\)](#), or [bm_font\(\)](#) object.

See Also

[bm_expand\(\)](#) for expanding width/height by integer multiples. [bm_resize\(\)](#) for resizing an image via trimming/extending an image.

Examples

```
font_file <- system.file("fonts/spleen/spleen-8x16.hex.gz", package = "bittermelon")
font <- read_hex(font_file)
capital_r <- font[[str2ucp("R")]]
dim(capital_r) # 8 x 16
if (require("grid") && capabilities("png")) {
  print(bm_distort(capital_r, width = 9L, height = 21L), px = px_ascii)
}
```

 bm_edit

Edit a bitmap via text editor

Description

Edit a binary bitmap in a text editor.

Usage

```
bm_edit(bitmap, editor = getOption("editor"))
```

Arguments

bitmap [bm_bitmap\(\)](#) object. It will be coerced into a binary bitmap via [bm_clamp\(\)](#).
 editor Text editor. See [utils::file.edit\(\)](#) for more information.

Details

Represent zeroes with a . and ones with a @ (as in the yaff font format). You may also add/delete rows/columns but the bitmap must be rectangular.

Value

A [bm_bitmap\(\)](#) object.

Examples

```
font_file <- system.file("fonts/spleen/spleen-8x16.hex.gz", package = "bittermelon")
font <- read_hex(font_file)
r <- font[[str2ucp("R")]]

# requires users to manually close file in text editor
## Not run:
  edited_r <- bm_edit(r)
  print(edited_r, px = px_ascii)

## End(Not run)
```

bm_expand	<i>Expand bitmaps by repeating each row and/or column</i>
-----------	---

Description

bm_expand() expands bitmap(s) by repeating each row and/or column an indicated number of times.

Usage

```
bm_expand(bm_object, width = 1L, height = 1L)
```

Arguments

bm_object	Either a bm_bitmap() , bm_list() , or bm_font() object.
width	An integer of how many times to repeat each column.
height	An integer of how many times to repeat each row.

Value

Either a [bm_bitmap\(\)](#), [bm_list\(\)](#), or [bm_font\(\)](#) object.

See Also

[bm_extend\(\)](#) (and [bm_resize\(\)](#) which makes larger bitmaps by adding pixels to their sides.

Examples

```
font_file <- system.file("fonts/spleen/spleen-8x16.hex.gz", package = "bittermelon")
font <- read_hex(font_file)
capital_r <- font[[str2ucp("R")]]
print(capital_r, px = px_ascii)
print(bm_expand(capital_r, width = 2L),
      px = px_ascii)
print(bm_expand(capital_r, height = 2L),
      px = px_ascii)
print(bm_expand(capital_r, width = 2L, height = 2L),
      px = px_ascii)
```

 bm_extend

Extend bitmaps on the sides with extra pixels

Description

bm_extend() extends [bm_bitmap\(\)](#) objects with extra pixels. The directions and the integer value of the extra pixels are settable (defaulting to 0L).

Usage

```
bm_extend(
  bm_object,
  value = 0L,
  sides = NULL,
  top = NULL,
  right = NULL,
  bottom = NULL,
  left = NULL,
  width = NULL,
  height = NULL,
  hjust = "center-left",
  vjust = "center-top"
)
```

Arguments

bm_object	Either a bm_bitmap() , bm_list() , or bm_font() object.
value	Integer value for the new pixels.
sides	If not NULL then an integer vector indicating how many pixels to pad on all four sides. If the integer vector is of length one it indicates the number of pixels for all four sides. If of length two gives first the number for the vertical sides and then the horizontal sides. If of length three gives the number of pixels for top, the horizontal sides, and then bottom sides. If of length four gives the number of pixels for top, right, bottom, and then left sides. This is the same scheme as used by the CSS padding and margin properties.
top	How many pixels to pad the top.
right	How many pixels to pad the right.
bottom	How many pixels to pad the bottom.
left	How many pixels to pad the left.
width	How many pixels wide should the new bitmap be. Use with the hjust argument or just one of either the left or right arguments.
height	How many pixels tall should the new bitmap be. Use with the vjust argument or just one of either the top or bottom arguments.

hjust	One of "left", "center-left", "center-right", "right". "center-left" and "center-right" will attempt to place in "center" if possible but if not possible will bias it one pixel left or right respectively. "centre", "center", and "centre-left" are aliases for "center-left". "centre-right" is an alias for "center-right".
vjust	One of "bottom", "center-bottom", "center-top", "top". "center-bottom" and "center-top" will attempt to place in "center" if possible but if not possible will bias it one pixel down or up respectively. "centre", "center", and "centre-top" are aliases for "center-top". "centre-bottom" is an alias for "center-bottom".

Value

Either a `bm_bitmap()`, `bm_list()`, or `bm_font()` object.

See Also

`bm_expand()`, `bm_pad()`, `bm_resize()`, and `bm_trim()`.

Examples

```
font_file <- system.file("fonts/spleen/spleen-8x16.hex.gz", package = "bittermelon")
font <- read_hex(font_file)
# add a border to an "R"
capital_r <- font[[str2ucp("R")]]
capital_r <- bm_extend(capital_r, value = 2L, sides = 1L)
capital_r <- bm_extend(capital_r, value = 3L, sides = 1L)
print(capital_r, px = c(" ", "#", ".", "@"))
```

bm_flip
Flip (reflect) bitmaps

Description

`bm_flip()` flips (reflects) bitmaps horizontally, vertically, or both. It can flip the entire bitmap or just the glyph in place.

Usage

```
bm_flip(bm_object, direction = "vertical", in_place = FALSE)
```

Arguments

<code>bm_object</code>	Either a <code>bm_bitmap()</code> , <code>bm_list()</code> , or <code>bm_font()</code> object.
<code>direction</code>	Either "vertical" or "v", "horizontal" or "h", OR "both" or "b".
<code>in_place</code>	If TRUE flip the glyphs in place (without changing any white space padding).

Value

Either a `bm_bitmap()`, `bm_list()`, or `bm_font()` object.

Examples

```
font_file <- system.file("fonts/spleen/spleen-8x16.hex.gz", package = "bittermelon")
font <- read_hex(font_file)

# Print upside down
bml <- as_bm_list("RSTATS", font = font)
bml <- bm_flip(bml, "both")
bm <- bm_call(bml, cbind, direction = "RTL")
print(bm, px = px_ascii)

# Can also modify glyphs "in place"
exclamation <- font[[str2ucp("!")]]
exclamation_flipped <- bm_flip(exclamation, in_place = TRUE)
print(exclamation_flipped, px = px_ascii)
```

bm_font	<i>Bitmap font object</i>
---------	---------------------------

Description

bm_font() creates a bitmap font object.

Usage

```
bm_font(x = bm_list(), comments = NULL, properties = NULL)
```

Arguments

x	Named list of bm_bitmap() objects. Names must be coercible by Unicode::as.u_char() .
comments	An optional character vector of (global) font comments.
properties	An optional named list of font metadata.

Details

bm_font() is a named list. The names are of the form “U+HHHH” or “U+HHHHH”. where the H are appropriate hexadecimal Unicode code points. It is a subclass of [bm_list\(\)](#).

Value

A named list with a “bm_font” subclass.

See Also

[is_bm_font\(\)](#), [\[as_bm_font\(\)\]](#), [hex2ucp\(\)](#)

Examples

```
font_file <- system.file("fonts/spleen/spleen-8x16.hex.gz", package = "bittermelon")
font <- read_hex(font_file)
is_bm_font(font)

# number of characters in font
length(font)

# print out "R"
R_glyph <- font[[str2ucp("R")]]
print(R_glyph, px = c(".", "#"))
```

bm_lapply*Modify bitmap lists*

Description

bm_lapply() applies a function over a bitmap glyph list and returns a modified bitmap glyph list.

Usage

```
bm_lapply(X, FUN, ...)
```

Arguments

X	A bitmap glyph list object such as bm_list() or bm_font() .
FUN	A function that takes a bm_bitmap() object as its first argument and returns a bm_bitmap() object.
...	Additional arguments to pass to FUN.

Details

bm_lapply() is a wrapper around `base::lapply()` that preserves the classes and metadata of the original bitmap glyph list.

Value

A modified bitmap glyph list.

See Also

[base::lapply\(\)](#), [bm_list\(\)](#), [bm_font\(\)](#), [bm_bitmap\(\)](#)

bm_list	<i>Bitmap list object</i>
---------	---------------------------

Description

bm_list() creates a bitmap list object.

Usage

```
bm_list(...)
```

Arguments

... [bm_bitmap\(\)](#) objects, possibly named.

Details

bm_list() is a list of [bm_bitmap\(\)](#) objects with class “bm_list”. It is superclass of [bm_font\(\)](#).

Value

A named list with a “bm_list” subclass.

Supported S3 methods

- `as.list.bm_list()`
- Slicing with `[]` returns `bm_list()` objects.
- The `min()`, `max()`, and `range()` functions from the “Summary” group of generic methods.

See Also

[is_bm_list\(\)](#), [as_bm_list\(\)](#)

Examples

```
font_file <- system.file("fonts/spleen/spleen-8x16.hex.gz", package = "bittermelon")
font <- read_hex(font_file)

gl <- font[c("U+0023", "U+0052", "U+0053", "U+0054", "U+0041", "U+0054", "U+0053")] # #RSTATS
gl <- as_bm_list(gl)
is_bm_list(gl)
```

 bm_mask

 Modify bitmaps via masking with a 'mask' bitmap

Description

bm_mask() modifies bitmaps by using a binary bitmap “mask” to set certain elements to zero.

Usage

```
bm_mask(
  bm_object,
  mask = NULL,
  base = NULL,
  mode = c("luminance", "alpha"),
  hjust = "center-left",
  vjust = "center-top"
)
```

Arguments

bm_object	Either a bm_bitmap() , bm_list() , or bm_font() object.
mask	A 'bm_bitmap()' object to use as a “mask”. Only one of mask or base may be set.
base	A 'bm_bitmap()' object which will be “masked” by mask. Only one of mask or base may be set.
mode	Either "luminance" (default) or "alpha".
hjust	One of "left", "center-left", "center-right", "right". "center-left" and "center-right" will attempt to place in "center" if possible but if not possible will bias it one pixel left or right respectively. "centre", "center", and "centre-left" are aliases for "center-left". "centre-right" is an alias for "center-right".
vjust	One of "bottom", "center-bottom", "center-top", "top". "center-bottom" and "center-top" will attempt to place in "center" if possible but if not possible will bias it one pixel down or up respectively. "centre", "center", and "centre-top" are aliases for "center-top". "centre-bottom" is an alias for "center-bottom".

Details

If necessary bitmaps will be extended by [bm_extend\(\)](#) such that they are the same size. If necessary the mask will be coerced into a “binary” mask. If mode is "luminance" then where the mask is 1L the corresponding pixel in base will be coerced to 0L. If mode is "alpha" then where the mask is 0L the corresponding pixel in base will be coerced to 0L.

Value

Either a [bm_bitmap\(\)](#), [bm_list\(\)](#), or [bm_font\(\)](#) object.

Examples

```

if (require("grid") && capabilities("png")) {
  font_file <- system.file("fonts/spleen/spleen-8x16.hex.gz", package = "bittermelon")
  font <- read_hex(font_file)
  one <- font[[str2ucp("1")]]
  circle_large <- as_bm_bitmap(circleGrob(r = 0.50), width = 16L, height = 16L)
  circle_small <- as_bm_bitmap(circleGrob(r = 0.40), width = 16L, height = 16L)

  circle_outline <- bm_mask(circle_large, circle_small)
  print(circle_outline, px = px_ascii)

  # U+2776 "Dingbat Negative Circled Digit One"
  circle_minus_one <- bm_mask(circle_large, one)
  print(circle_minus_one, px = px_ascii)

  # Can also do "alpha" mask
  square_full <- bm_bitmap(matrix(1L, nrow = 16L, ncol = 16L))
  square_minus_lower_left <- square_full
  square_minus_lower_left[1:8, 1:8] <- 0L
  print(square_minus_lower_left, px = px_ascii)

  circle_minus_lower_left <- bm_mask(circle_large, square_minus_lower_left, mode = "alpha")
  print(circle_minus_lower_left, px = px_ascii)
}

```

bm_outline

Compute "outline" bitmap of a bitmap

Description

bm_outline() returns a bitmap that is just the “outline” of another bitmap.

Usage

```
bm_outline(bm_object)
```

Arguments

bm_object Either a [bm_bitmap\(\)](#), [bm_list\(\)](#), or [bm_font\(\)](#) object.

Value

Either a [bm_bitmap\(\)](#), [bm_list\(\)](#), or [bm_font\(\)](#) object.

Examples

```

square <- bm_bitmap(matrix(1L, nrow = 16L, ncol = 16L))
square_outline <- bm_outline(square)
print(square_outline, px = px_ascii)

if (require(grid) && capabilities("png")) {
  circle <- as_bm_bitmap(circleGrob(), width=16, height=16)
  circle_outline <- bm_outline(circle)
  print(circle_outline, px = px_ascii)
}

```

bm_overlay

Merge bitmaps by overlaying one over another

Description

bm_overlay() merges bitmaps by overlaying a bitmap over another.

Usage

```

bm_overlay(
  bm_object,
  over = NULL,
  under = NULL,
  hjust = "center-left",
  vjust = "center-top"
)

```

Arguments

bm_object	Either a bm_bitmap() , bm_list() , or bm_font() object.
over	A 'bm_bitmap()' object to overlay over the bm_object bitmap(s). Only one of over or under may be set.
under	A 'bm_bitmap()' object which will be overlaid by the bm_object bitmap(s). Only one of over or under may be set.
hjust	One of "left", "center-left", "center-right", "right". "center-left" and "center-right" will attempt to place in "center" if possible but if not possible will bias it one pixel left or right respectively. "centre", "center", and "centre-left" are aliases for "center-left". "centre-right" is an alias for "center-right".
vjust	One of "bottom", "center-bottom", "center-top", "top". "center-bottom" and "center-top" will attempt to place in "center" if possible but if not possible will bias it one pixel down or up respectively. "centre", "center", and "centre-top" are aliases for "center-top". "centre-bottom" is an alias for "center-bottom".

Details

If necessary bitmaps will be extended by [bm_extend\(\)](#) such that they are the same size. Then the non-zero pixels of the “over” bitmap will be inserted into the “under” bitmap.

Value

Either a `bm_bitmap()`, `bm_list()`, or `bm_font()` object.

Examples

```
font_file <- system.file("fonts/spleen/spleen-8x16.hex.gz", package = "bittermelon")
font <- read_hex(font_file)
grave <- font[[str2ucp("`")]]
a <- font[[str2ucp("a")]]
a_grave <- bm_overlay(a, over = grave)
print(a_grave, px = px_ascii)

# Can also instead specify the under glyph as a named argument
a_grave2 <- bm_overlay(grave, under = a)
print(a_grave2, px = px_ascii)
```

 bm_pad

Adjust bitmap padding lengths

Description

`bm_pad()` adjusts bitmap padding lengths.

Usage

```
bm_pad(
  bm_object,
  value = 0L,
  type = c("exact", "extend", "trim"),
  sides = NULL,
  top = NULL,
  right = NULL,
  bottom = NULL,
  left = NULL
)
```

Arguments

<code>bm_object</code>	Either a <code>bm_bitmap()</code> , <code>bm_list()</code> , or <code>bm_font()</code> object.
<code>value</code>	Integer value for the new pixels.
<code>type</code>	Either "exact", "extend", or "trim". "exact" makes sure the padding is exactly the indicated amount, "extend" does not trim any padding if existing padding is more than the indicated amount, and "trim" does not extend any padding if existing padding is less than the indicated amount.

sides	If not NULL then an integer vector indicating the desired number of pixels of padding on all four sides. If the integer vector is of length one it indicates the number of pixels for all four sides. If of length two gives first the number for the vertical sides and then the horizontal sides. If of length three gives the number of pixels for top, the horizontal sides, and then bottom sides. If of length four gives the number of pixels for top, right, bottom, and then left sides. This is the same scheme as used by the CSS padding and margin properties.
top	Desired number of pixels of padding on the top.
right	Desired number of pixels of padding on the right.
bottom	Desired number of pixels of padding on the bottom.
left	Desired number of pixels of padding on the left.

Value

Either a `bm_bitmap()`, `bm_list()`, or `bm_font()` object.

See Also

`bm_extend()`, `bm_resize()`, and `bm_trim()`

Examples

```
font_file <- system.file("fonts/spleen/spleen-8x16.hex.gz", package = "bittermelon")
font <- read_hex(font_file)
capital_r <- font[[str2ucp("R")]]
print(capital_r, px = c(".", "#"))
capital_r_padded <- bm_pad(capital_r, sides = 2L)
print(capital_r_padded, px = c(".", "#"))
```

bm_padding_lengths *Compute bitmap padding lengths*

Description

`bm_padding_lengths()` computes the padding lengths of a target value for the top, right, bottom, and left sides of the bitmap. If the entire bitmap is of the target value then the left/right and top/bottom will simply split the width/height in half.

Usage

```
bm_padding_lengths(bm_object, value = 0L)
```

Arguments

`bm_object` Either a `bm_bitmap()`, `bm_list()`, or `bm_font()` object.
`value` The value of the “padding” integer to compute lengths for.

Value

If `bm_object` is a `bm_bitmap()` object then a integer vector of length four representing the padding lengths for the top, right, bottom, and left sides respectively. If `bm_object` is a `bm_list()` or `bm_font()` then a list of integer vectors of length four.

Examples

```
font_file <- system.file("fonts/spleen/spleen-8x16.hex.gz", package = "bittermelon")
font <- read_hex(font_file)
# add a border to an "R"
capital_r <- font[[str2ucp("R")]]
print(capital_r, px = c(".", "@"))
print(bm_padding_lengths(capital_r))
```

bm_resize

*Resize bitmaps by trimming and/or extending***Description**

Trim and/or extend bitmaps to a desired height and/or width.

Usage

```
bm_resize(
  bm_object,
  value = 0L,
  width = NULL,
  height = NULL,
  hjust = "center-left",
  vjust = "center-top"
)
```

Arguments

<code>bm_object</code>	Either a <code>bm_bitmap()</code> , <code>bm_list()</code> , or <code>bm_font()</code> object.
<code>value</code>	Integer value for the new pixels.
<code>width</code>	How many pixels wide should the new bitmap be. Use with the <code>hjust</code> argument or just one of either the <code>left</code> or <code>right</code> arguments.
<code>height</code>	How many pixels tall should the new bitmap be. Use with the <code>vjust</code> argument or just one of either the <code>top</code> or <code>bottom</code> arguments.
<code>hjust</code>	One of "left", "center-left", "center-right", "right". "center-left" and "center-right" will attempt to place in "center" if possible but if not possible will bias it one pixel left or right respectively. "centre", "center", and "centre-left" are aliases for "center-left". "centre-right" is an alias for "center-right".
<code>vjust</code>	One of "bottom", "center-bottom", "center-top", "top". "center-bottom" and "center-top" will attempt to place in "center" if possible but if not possible will bias it one pixel down or up respectively. "centre", "center", and "centre-top" are aliases for "center-top". "centre-bottom" is an alias for "center-bottom".

Details

This function is a convenience wrapper around `bm_trim()` and `bm_extend()`.

Value

Either a `bm_bitmap()`, `bm_list()`, or `bm_font()` object.

See Also

`bm_extend()`, `bm_pad()`, and `bm_trim()`.

Examples

```
font_file <- system.file("fonts/spleen/spleen-8x16.hex.gz", package = "bittermelon")
font <- read_hex(font_file)
# add a border to an "R"
capital_r <- font[[str2ucp("R")]]
print(capital_r, px = c("-", "#"))
capital_r <- bm_resize(capital_r, width = 12L, height = 12L, vjust = "top")
print(capital_r, px = c("-", "#"))
```

bm_rotate
Rotate bitmaps 0, 90, 180, or 270 degrees

Description

`bm_rotate()` losslessly rotates bitmaps by 0, 90, 180, or 270 degrees. If 90 or 270 degrees are indicated the width and height of the bitmap will be flipped.

Usage

```
bm_rotate(bm_object, angle = 0, clockwise = TRUE)
```

Arguments

<code>bm_object</code>	Either a <code>bm_bitmap()</code> , <code>bm_list()</code> , or <code>bm_font()</code> object.
<code>angle</code>	Angle to rotate bitmap by.
<code>clockwise</code>	If TRUE rotate bitmaps clockwise. Note Unicode's convention is to rotate glyphs clockwise i.e. the top of the "BLACK CHESS PAWN ROTATED NINETY DEGREES" glyph points right.

Value

Either a `bm_bitmap()`, `bm_list()`, or `bm_font()` object.

See Also

`bm_distort()` can do other (distorted) rotations by careful use of its `vp grid::viewport()` argument. `bm_flip()` with direction "both" and `in_place` TRUE can rotate glyphs 180 degrees in place.

Examples

```
# as_bm_list.character()
font_file <- system.file("fonts/spleen/spleen-8x16.hex.gz", package = "bittermelon")
font <- read_hex(font_file)
capital_r <- font[[str2ucp("R")]]
print(bm_rotate(capital_r, 90), px = px_ascii)
print(bm_rotate(capital_r, 180), px = px_ascii)
print(bm_rotate(capital_r, 270), px = px_ascii)
print(bm_rotate(capital_r, 90, clockwise = FALSE), px = px_ascii)
```

bm_shadow

Bitmap shadow, bold, and glow effects

Description

`bm_shadow()` adds a basic "shadow" effect to the bitmap(s). `bm_bold()` is a variant with different defaults to create a basic "bold" effect. `bm_glow()` adds a basic "glow" effect to the bitmap(s).

Usage

```
bm_shadow(
  bm_object,
  value = 2L,
  top = NULL,
  right = NULL,
  bottom = NULL,
  left = NULL,
  extend = TRUE
)
```

```
bm_bold(
  bm_object,
  value = 1L,
  top = NULL,
  right = NULL,
  bottom = NULL,
  left = NULL,
  extend = TRUE
)
```

```
bm_glow(bm_object, value = 2L, extend = TRUE, corner = FALSE)
```

Arguments

bm_object	Either a bm_bitmap() , bm_list() , or bm_font() object.
value	The integer value for the shadow, bold, or glow effect.
top	How many pixels above should the shadow go.
right	How many pixels right should the shadow go. if top, right, bottom, and left are all NULL then defaults to 1L.
bottom	How many pixels below should the shadow go. if top, right, bottom, and left are all NULL then defaults to 1L for bm_shadow() and 0L for bm_embolden() .
left	How many pixels left should the shadow go.
extend	Make the bitmap larger to give the new glyph more "room".
corner	Fill in the corners.

Value

Either a [bm_bitmap\(\)](#), [bm_list\(\)](#), or [bm_font\(\)](#) object.

See Also

[bm_extend\(\)](#) and [bm_shift\(\)](#)

Examples

```
font_file <- system.file("fonts/spleen/spleen-8x16.hex.gz", package = "bittermelon")
font <- read_hex(font_file)
capital_r <- font[[str2ucp("R")]]
print(capital_r, px = px_ascii)
print(bm_shadow(capital_r), px = px_ascii)
print(bm_bold(capital_r), px = px_ascii)
print(bm_glow(capital_r), px = px_ascii)
print(bm_glow(capital_r, corner = TRUE), px = px_ascii)
```

bm_shift

Shift elements within bitmaps

Description

Shifts non-padding elements within bitmaps by trimming on a specified side and padding on the other while preserving the width and height of the original bitmap.

Usage

```
bm_shift(  
  bm_object,  
  value = 0L,  
  top = NULL,  
  right = NULL,  
  bottom = NULL,  
  left = NULL  
)
```

Arguments

bm_object	Either a bm_bitmap() , bm_list() , or bm_font() object.
value	Integer value for the new pixels.
top	Number of pixels to shift towards the top side.
right	Number of pixels to shift towards the right side.
bottom	Number of pixels to shift towards the bottom side.
left	Number of pixels to shift towards the left side.

Details

This function is a convenience wrapper around [bm_trim\(\)](#) and [bm_extend\(\)](#).

Value

Either a [bm_bitmap\(\)](#), [bm_list\(\)](#), or [bm_font\(\)](#) object.

See Also

[bm_trim\(\)](#) and [bm_extend\(\)](#)

Examples

```
font_file <- system.file("fonts/spleen/spleen-8x16.hex.gz", package = "bittermelon")  
font <- read_hex(font_file)  
capital_r <- font[[str2ucp("R")]]  
print(capital_r, px = c("-", "#"))  
capital_r <- bm_shift(capital_r, bottom = 2L, right = 1L)  
print(capital_r, px = c("-", "#"))
```

bm_trim

*Trim bitmaps***Description**

bm_trim() trims `bm_bitmap()` objects reducing the number of pixels. The directions and amount of removed pixels are settable (defaulting to 0L).

Usage

```
bm_trim(
  bm_object,
  sides = NULL,
  top = NULL,
  right = NULL,
  bottom = NULL,
  left = NULL,
  width = NULL,
  height = NULL,
  hjust = "center-left",
  vjust = "center-top"
)
```

Arguments

bm_object	Either a <code>bm_bitmap()</code> , <code>bm_list()</code> , or <code>bm_font()</code> object.
sides	If not NULL then an integer vector indicating how many pixels to trim on all four sides. If the integer vector is of length one it indicates the number of pixels for all four sides. If of length two gives first the number for the vertical sides and then the horizontal sides. If of length three gives the number of pixels for top, the horizontal sides, and then bottom sides. If of length four gives the number of pixels for top, right, bottom, and then left sides. This is the same scheme as used by the CSS padding and margin properties.
top	How many pixels to trim the top.
right	How many pixels to trim the right.
bottom	How many pixels to trim the bottom.
left	How many pixels to trim the left.
width	How many pixels wide should the new bitmap be. Use with the hjust argument or just one of either the left or right arguments.
height	How many pixels tall should the new bitmap be. Use with the vjust argument or just one of either the top or bottom arguments.
hjust	One of "left", "center-left", "center-right", "right". "center-left" and "center-right" will attempt to place in "center" if possible but if not possible will bias it one pixel left or right respectively. "centre", "center", and "centre-left" are aliases for "center-left". "centre-right" is an alias for "center-right". Note if "left" we will trim on the right (and vice-versa).

vjust One of "bottom", "center-bottom", "center-top", "top". "center-bottom" and "center-top" will attempt to place in "center" if possible but if not possible will bias it one pixel down or up respectively. "centre", "center", and "centre-top" are aliases for "center-top". "centre-bottom" is an alias for "center-bottom". Note if "top" we will trim on the bottom (and vice-versa).

Value

Either a `bm_bitmap()`, `bm_list()`, or `bm_font()` object.

See Also

`bm_extend()`, `bm_pad()`, and `bm_resize()`.

Examples

```
font_file <- system.file("fonts/spleen/spleen-8x16.hex.gz", package = "bittermelon")
font <- read_hex(font_file)
capital_r <- font[[str2ucp("R")]]
print(capital_r, px = c("-", "#"))
capital_r_trimmed <- bm_trim(capital_r, c(1, 1, 3, 0))
print(capital_r_trimmed, px = c("-", "#"))
```

bm_widths

Widths or heights of bitmaps

Description

`bm_widths()` returns the widths of the bitmaps while `bm_heights()` returns the heights of the bitmaps.

Usage

```
bm_widths(bm_object, unique = TRUE)
```

```
bm_heights(bm_object, unique = TRUE)
```

Arguments

`bm_object` Either a `bm_bitmap()`, `bm_list()`, or `bm_font()` object.

`unique` Apply `base::unique()` to the returned integer vector.

Value

A integer vector of the relevant length of each of the `bm_bitmap()` objects in `x`. If `unique` is `TRUE` then any duplicates will have been removed.

Examples

```
font_file <- system.file("fonts/spleen/spleen-8x16.hex.gz", package = "bittermelon")
font <- read_hex(font_file)
bm_widths(font) # every glyph in the font is 8 pixels wide
bm_heights(font) # every glyph in the font is 16 pixels high
```

c.bm_bitmap

Combine bitmap objects

Description

c() combines bitmap objects into bm_list() or bm_font() objects. In particular when using it to combine fonts the later fonts "update" the glyphs in the earlier fonts.

Usage

```
## S3 method for class 'bm_bitmap'
c(...)

## S3 method for class 'bm_font'
c(...)

## S3 method for class 'bm_list'
c(...)
```

Arguments

... [bm_bitmap\(\)](#), [bm_list\(\)](#), and/or [bm_font\(\)](#) objects to combine.

Details

The various bitmap objects are "reduced" in the following ways:

First	Second	Result
bm_bitmap()	bm_bitmap()	bm_list()
bm_bitmap()	bm_list()	bm_list()
bm_bitmap()	bm_font()	bm_font()
bm_list()	bm_bitmap()	bm_list()
bm_list()	bm_list()	bm_list()
bm_list()	bm_font()	bm_font()
bm_font()	fm_bitmap()	bm_font()
bm_font()	fm_list()	bm_font()
bm_font()	fm_font()	bm_font()

When combining with a bm_font() object if any bm_bitmap() objects share the same name we only keep the last one. Although names are preserved other attributes such as font comments and

properties are not guaranteed to be preserved.

Value

Either a `bm_list()` or `bm_font()` object. See Details for more info.

Examples

```
font_file <- system.file("fonts/spleen/spleen-8x16.hex.gz", package = "bittermelon")
font <- read_hex(font_file)
capital_r <- font[[str2ucp("R")]]
stats <- as_bm_list("STATS", font = font)
is_bm_list(c(capital_r, capital_r))
rstats <- c(capital_r, stats)
print(bm_call(rstats, cbind), px = px_ascii)
```

cbind.bm_bitmap	<i>Combine bitmaps by rows or columns</i>
-----------------	---

Description

`cbind.bm_bitmap()` and `rbind.bm_bitmap()` combine by columns or rows respectively.

Usage

```
## S3 method for class 'bm_bitmap'
cbind(..., direction = "left-to-right", vjust = "center-top")

## S3 method for class 'bm_bitmap'
rbind(..., direction = "top-to-bottom", hjust = "center-left")
```

Arguments

<code>...</code>	<code>bm_bitmap()</code> objects.
<code>direction</code>	For <code>cbind().bm_bitmap</code> either "left-to-right" (default) or its aliases "ltr" and "lr" OR "right-to-left" or its aliases "rtl" and "rl". For <code>rbind().bm_bitmap</code> either "top-to-bottom" (default) or its aliases "ttb" and "tb" OR "bottom-to-top" or its aliases "btt" and "bt". The <code>direction</code> argument is not case-sensitive.
<code>vjust</code>	Used by <code>bm_extend()</code> if bitmap heights are different.
<code>hjust</code>	Used by <code>bm_extend()</code> if bitmap widths are different.

Value

A `bm_bitmap()` object.

Examples

```
font_file <- system.file("fonts/spleen/spleen-8x16.hex.gz", package = "bittermelon")
font <- read_hex(font_file)
capital_b <- font[[str2ucp("B")]]
capital_m <- font[[str2ucp("M")]]
cbm <- cbind(capital_b, capital_m)
print(cbm, px = c(".", "#"))
cbm_rl <- cbind(capital_b, capital_m, direction = "right-to-left")
print(cbm_rl, px = c(".", "#"))
rbm <- rbind(capital_b, capital_m)
print(rbm, px = c(".", "#"))
rbm_bt <- rbind(capital_b, capital_m, direction = "bottom-to-top")
print(rbm_bt, px = c(".", "#"))
```

hex2ucp

Get Unicode code points

Description

hex2ucp(), int2ucp(), name2ucp(), and str2ucp() return Unicode code points as character vectors. is_ucp() returns TRUE if a valid Unicode code point.

Usage

```
hex2ucp(x)
```

```
int2ucp(x)
```

```
str2ucp(x)
```

```
name2ucp(x, type = c("exact", "grep"), ...)
```

```
is_ucp(x)
```

```
block2ucp(x, omit_unnamed = TRUE)
```

```
range2ucp(x, omit_unnamed = TRUE)
```

Arguments

x	R objects coercible to the respective Unicode character data types. See Unicode::as.u_char() for hex2ucp() and int2ucp(), base::utf8ToInt() for str2ucp(), Unicode::u_char_from_name() for name2ucp(), Unicode::as.u_char_range() for range2ucp(), and Unicode::u_blocks() for block2ucp().
type	one of "exact" or "grep", or an abbreviation thereof.
...	arguments to be passed to grep1 when using this for pattern matching.
omit_unnamed	Omit control codes or unassigned code points

Details

hex2ucp(x) is a wrapper for as.character(Unicode::as.u_char(x)). int2ucp is a wrapper for as.character(Unicode::as.u_char(as.integer(x))). str2ucp(x) is a wrapper for as.character(Unicode::as.u_char(utf8ToInt(x))). name2ucp(x) is a wrapper for as.character(Unicode::u_char). However missing values are coerced to NA_character_ instead of "<NA>". Note the names of bm_font() objects must be character vectors as returned by these functions and not Unicode::u_char objects.

Value

A character vector of Unicode code points.

See Also

[ucp2label\(\)](#) and [is_combining_character\(\)](#).

Examples

```
# These are all different ways to get the same 'R' code point
hex2ucp("52")
hex2ucp(as.hexmode("52"))
hex2ucp("0052")
hex2ucp("U+0052")
hex2ucp("0x0052")
int2ucp(82) # 82 == as.hexmode("52")
int2ucp("82") # 82 == as.hexmode("52")
int2ucp(utf8ToInt("R"))
ucp2label("U+0052")
name2ucp("LATIN CAPITAL LETTER R")
str2ucp("R")

# Potential gotcha as as.hexmode("52") == as.integer("82") == 52L
all.equal(hex2ucp(52L), int2ucp(52L)) # TRUE
all.equal(hex2ucp("52"), int2ucp("82")) # TRUE
all.equal(hex2ucp("82"), int2ucp("82")) # FALSE

block2ucp("Basic Latin")
block2ucp("Basic Latin", omit_unnamed = FALSE)
range2ucp("U+0020..U+0030")
```

is_bm_bitmap

Test if the object is a bitmap glyph object

Description

is_bm_bitmap() returns TRUE for bm_bitmap objects (or subclasses) and FALSE for all other objects.

Usage

```
is_bm_bitmap(x)
```

Arguments

x An object

Value

TRUE or FALSE

See Also

[bm_bitmap\(\)](#)

Examples

```
space_matrix <- matrix(0L, nrow = 16L, ncol = 16L)
is_bm_bitmap(space_matrix)
space_glyph <- bm_bitmap(space_matrix)
is_bm_bitmap(space_glyph)
```

is_bm_font

Test if the object is a bitmap font object

Description

is_bm_font() returns TRUE for bm_font objects (or subclasses) and FALSE for all other objects.

Usage

```
is_bm_font(x)
```

Arguments

x An object

Value

TRUE or FALSE

See Also

[bm_font\(\)](#)

Examples

```
font_file <- system.file("fonts/spleen/spleen-8x16.hex.gz", package = "bittermelon")
font <- read_hex(font_file)
is_bm_font(font)
```

is_bm_list	<i>Test if the object is a bitmap glyph list object</i>
------------	---

Description

is_bm_list() returns TRUE for [bm_list\(\)](#) objects (or subclasses) and FALSE for all other objects.

Usage

```
is_bm_list(x)
```

Arguments

x An object

Value

TRUE or FALSE

See Also

[bm_list\(\)](#)

Examples

```
font_file <- system.file("fonts/spleen/spleen-8x16.hex.gz", package = "bittermelon")
font <- read_hex(font_file)
is_bm_font(font)
```

Ops.bm_bitmap	<i>S3 Ops group generic methods for bitmap objects</i>
---------------	--

Description

The S3 Ops group generic methods for [bm_bitmap\(\)](#) objects are simply the result of the generic integer matrix method cast back to a binary [bm_bitmap\(\)](#) object (which is an integer matrix of ones and zeros). The S3 Ops group generic methods for [bm_list\(\)](#) and [bm_font\(\)](#) objects simply returns another object with that operator applied to every bitmap in the original object. Since [base::which\(\)](#) does not automatically cast its argument to a logical value we also redefine it as a generic and besides a default method which simply calls [base::which\(\)](#) we offer a [which.bm_bitmap\(\)](#) method that first casts the bitmap to logical before calling [base::which\(\)](#).

Usage

```
## S3 method for class 'bm_bitmap'
Ops(e1, e2)

## S3 method for class 'bm_list'
Ops(e1, e2)

which(x, arr.ind = FALSE, useNames = TRUE)

## Default S3 method:
which(x, arr.ind = FALSE, useNames = TRUE)

## S3 method for class 'bm_bitmap'
which(x, arr.ind = FALSE, useNames = TRUE)
```

Arguments

e1, e2	objects.
x	a logical vector or array. NAs are allowed and omitted (treated as if FALSE).
arr.ind	logical; should array indices be returned when x is an array? Anything other than a single true value is treated as false.
useNames	logical indicating if the value of <code>arrayInd()</code> should have (non-null) dimnames at all.

Value

`which.bm_bitmap()` returns a logical vector. The various `Ops.bm_bitmap` methods return a [bm_bitmap\(\)](#) object. The various `Ops.bm_list` methods return a [bm_list\(\)](#) object.

See Also

[base::Ops](#)

Examples

```
font_file <- system.file("fonts/spleen/spleen-8x16.hex.gz", package = "bittermelon")
font <- read_hex(font_file)

# Examples applied to individual bitmaps
capital_r <- font[[str2ucp("R")]]
print(!capital_r, px = px_ascii)
capital_b <- font[[str2ucp("B")]]
print(capital_r & capital_b, px = px_ascii)
print(capital_r | capital_b, px = px_ascii)
print(capital_r + 1L, px = px_ascii)
print(capital_r + 1L > 1L, px = px_ascii)
which(capital_r > 0L)

# Examples applied to `bm_list()` objects
```

```

bml <- font[c("U+0023", "U+0052", "U+0053", "U+0054", "U+0041", "U+0054", "U+0053")] # #RSTATS
bml <- as_bm_list(bml)
bm <- do.call(cbind, bml)
print(bm, px = px_ascii)

bml <- !bml
bm <- do.call(cbind, bml)
print(bm, px = px_ascii)

bml <- 2 * (bml + 1L)
bm <- do.call(cbind, bml)
print(bm, px = px_ascii)

```

plot.bm_bitmap	<i>Plot bitmap object</i>
----------------	---------------------------

Description

plot.bm_bitmap() plots a bitmap object to the graphics device. It is a wrapper around grid::grid.raster() and as.raster.bm_bitmap() which converts a bitmap glyph object to a raster object.

Usage

```

## S3 method for class 'bm_bitmap'
plot(x, ..., col = c("grey80", "black", "grey40"), interpolate = FALSE)

## S3 method for class 'bm_bitmap'
as.raster(x, ..., col = c("grey80", "black", "grey40"))

```

Arguments

x	A bm_bitmap() object
...	Passed to grid::grid.raster() .
col	Character vector of R color specifications.
interpolate	Passed to grid::grid.raster() .

Value

A grid rastergrob grob object silently. As a side effect will draw to graphics device.

See Also

[bm_bitmap\(\)](#), [as.raster.bm_bitmap\(\)](#)

Examples

```
font_file <- system.file("fonts/spleen/spleen-8x16.hex.gz", package = "bittermelon")
font <- read_hex(font_file)
capital_r <- bm_extend(font[[str2ucp("R")]], left = 1L)
capital_r <- bm_extend(capital_r, sides = 1L, value = 2L) # add a border effect

plot(capital_r)

grid::grid.newpage()
plot(capital_r, col = c("yellow", "blue", "red"))
```

print.bm_bitmap

Print bitmap objects

Description

print.bm_bitmap() prints a representation of bitmap objects to the terminal. It is a wrapper around format.bm_bitmap() which converts bitmap objects to a character vector. px_unicode and px_ascii are builtin character vectors intended for use with the px argument (the former contains Unicode “Block Elements” while the latter is purely ASCII).

Usage

```
## S3 method for class 'bm_bitmap'
print(x, ..., px = getOption("bittermelon.px", px_unicode),
      fg = getOption("bittermelon.fg", FALSE),
      bg = getOption("bittermelon.bg", FALSE),
      compress = getOption("bittermelon.compress", "none"))

## S3 method for class 'bm_bitmap'
format(x, ..., px = getOption("bittermelon.px", px_unicode),
      fg = getOption("bittermelon.fg", FALSE),
      bg = getOption("bittermelon.bg", FALSE),
      compress = getOption("bittermelon.compress", "none"))

px_unicode

px_ascii
```

Arguments

x	A bm_bitmap() object
...	Further arguments passed to or from other methods.
px	Character vector of the pixel to use for each integer value i.e. The first character for integer 0L, the second character for integer 1L, and so on. Will be recycled.
fg	R color strings of foreground colors to use. Requires suggested package crayon. FALSE (default) for no foreground colors. Will be recycled.

bg	R color strings of background colors to use. Requires suggested package crayon. FALSE (default) for no background colors. Will be recycled.
compress	If none (default) don't compress first with <code>bm_compress()</code> . Otherwise compress first with <code>bm_compress()</code> passing the value of compress as its direction argument (i.e. either "vertical" or "v", "horizontal" or "h", OR "both" or "b").

Format

An object of class character of length 20.

An object of class character of length 20.

Value

A character vector of the string representation (`print.bm_bitmap()` does this invisibly). As a side effect `print.bm_bitmap()` prints out the string representation to the terminal.

See Also

[bm_bitmap\(\)](#)

Examples

```
font_file <- system.file("fonts/spleen/spleen-8x16.hex.gz", package = "bittermelon")
font <- read_hex(font_file)
bm_R <- font[[str2ucp("R")]]
print(bm_R, px = c(" ", "#"))

bm_8 <- font[[str2ucp("8")]]
bm_8_with_border <- bm_extend(bm_extend(bm_8, left = 1L),
                             sides = 1L, value = 2L)
print(bm_8_with_border, px = c(".", "@", "X"))

if (require("crayon") && crayon::has_color()) {
  print(bm_8_with_border, px = " ", bg = c("white", "blue", "red"))
}
```

read_hex

Read and write hex bitmap font files

Description

`read_hex()` reads in hex format bitmap font files as a `bm_font()` object while `write_hex()` writes a `bm_font()` object as a hex format bitmap font file.

Usage

```
read_hex(con, ucp = NULL)
```

```
write_hex(font, con = stdout())
```

Arguments

con	A connection object or a character string of a filename. See <code>base::readLines()</code> or <code>base::writeLines()</code> for more info. If it is a connection it will be explicitly closed.
ucp	Character vector of Unicode Code Points: glyphs not in this vector won't be read in. If NULL (default) read every glyph in the font.
font	A <code>bm_font()</code> object.

Value

`read_hex()` returns a `bm_font()` object. `write_hex()` returns invisibly a character vector of the contents of the hex font file it wrote to con as a side effect.

See Also

[bm_font\(\)](#)

Examples

```
font_file <- system.file("fonts/spleen/spleen-8x16.hex.gz", package = "bittermelon")
font <- read_hex(font_file)
capital_r <- font[[str2ucp("R")]]
print(capital_r, px = px_ascii)

filename <- tempfile(fileext = ".hex.gz")
write_hex(font, gzfile(filename))

font <- read_hex(font_file, ucp = block2ucp("Basic Latin"))
capital_r <- font[[str2ucp("R")]]
print(capital_r, px = px_ascii)
```

read_monobit

Read and write bitmap font files using monobit

Description

`read_monobit()` reads in bitmap font file as a `bm_font()` object while `write_monobit()` writes a `bm_font()` object as a bitmap font file. It uses the file extension to determine the appropriate bitmap font format to use. `update_monobit()` downloads an updated version of monobit.

Usage

```
read_monobit(
  file,
  quietly = FALSE,
  monobit_path = getOption("bittermelon.monobit_path", NULL)
)
```

```

write_monobit(
  font,
  file,
  quietly = FALSE,
  monobit_path = getOption("bittermelon.monobit_path", NULL)
)

update_monobit(site = FALSE)

```

Arguments

file	A character string of a filename.
quietly	If TRUE suppress any standard output/error from monobit.
monobit_path	Which directory containing monobit to use. Default will be to look in <code>file.path(rappdirs::user_conf_dir("monobit"), file.path(rappdirs::site_config_dir("bittermelon"), "monobit"), and <code>system.file("monobit", package = "bittermelon")</code> (in that order).</code>
font	A <code>bm_font()</code> object.
site	If TRUE try to install into <code>rappdirs::site_config_dir("bittermelon")</code> instead of <code>rappdirs::user_conf_dir("bittermelon")</code> . Note this may require administrator privileges.

Details

`read_monobit()` and `write_monobit()` require Python v3.6 or greater available on the system. `read_monobit()` and `write_monobit()` uses monobit's `convert.py` script to convert to/from the yaff font format which this package can natively read/write from/to. This package embeds an older, smaller version of monobit. Use `update_monobit()` to download a newer, better version of monobit (which unfortunately is too large to embed within this package).

Value

`read_monobit()` returns a `bm_font()` object. `write_monobit()` returns NULL invisibly and as a side effect writes file.

See Also

`bm_font()` for more information about bitmap font objects. `read_hex()`, `write_hex()`, `read_yaff()`, `write_yaff()` for pure R bitmap font readers and writers. For more information about monobit see <https://github.com/robhagemans/monobit>.

Examples

```

if (findpython::can_find_python_cmd(minimum_version = "3.6")) {
  try({
    font_file <- system.file("fonts/spleen/spleen-8x16.hex.gz", package = "bittermelon")
    tempfile <- tempfile(fileext = ".hex")
    writeLines(readLines(font_file), tempfile)
  })
}

```

```

font <- read_monobit(tempfile)
capital_r <- font[[str2ucp("R")]]
print(capital_r, px = c(".", "#"))

filename <- tempfile(fileext = ".yaff")
write_monobit(font, filename)
})
}

```

read_yaff

Read and write yaff bitmap font files

Description

read_yaff() reads in yaff format bitmap font files as a `bm_font()` object while write_yaff() writes a `bm_font()` object as a yaff format bitmap font file.

Usage

```
read_yaff(con)
```

```
write_yaff(font, con = stdout())
```

Arguments

con	A connection object or a character string of a filename. See <code>base::readLines()</code> or <code>base::writeLines()</code> for more info. If it is a connection it will be explicitly closed.
font	A <code>bm_font()</code> object.

Value

read_yaff() returns a `bm_font()` object. write_yaff() returns invisibly a character vector of the contents of the yaff font file it wrote to con as a side effect.

See Also

`bm_font()` for information about bitmap font objects. For more information about yaff font format see <https://github.com/robhagemans/monobit#the-yaff-format>.

Examples

```

font_file <- system.file("fonts/fixed/4x6.yaff.gz", package = "bittermelon")
font <- read_yaff(font_file)
capital_r <- font[[str2ucp("R")]]
print(capital_r, px = c(".", "#"))

```

```
filename <- tempfile(fileext = ".yaff")
write_yaff(font, filename)
```

Summary.bm_list	<i>max, min, and range for bitmap objects</i>
-----------------	---

Description

`max()`, `min()`, and `range()` will provide the maximum and minimum integer values found in the `bm_bitmap()`, `bm_list()`, or `bm_list()` objects. The other four S3 `base::Summary` methods - `all()`, `any()`, `sum`, and `prod` - are only supported for `bm_bitmap()` objects (which are subclasses of integer matrices).

Usage

```
## S3 method for class 'bm_list'
Summary(..., na.rm = FALSE)
```

Arguments

<code>...</code>	Passed to relevant functions.
<code>na.rm</code>	Passed to <code>min()</code> and <code>max()</code> .

Value

An integer vector.

Examples

```
font_file <- system.file("fonts/spleen/spleen-8x16.hex.gz", package = "bittermelon")
font <- read_hex(font_file)
min(font)
max(font)
range(font)
```

ucp2label

*Other Unicode utilities***Description**

ucp2label() returns Unicode code point “labels” as a character vector. ucp_sort() sorts Unicode code points. is_combining_character() returns TRUE if the character is a “combining” character.

Usage

```
ucp2label(x)
```

```
ucp_sort(x, decreasing = FALSE)
```

```
is_combining_character(x, pua_combining = character(0))
```

Arguments

x	A character vector of Unicode code points.
decreasing	If TRUE do a decreasing sort.
pua_combining	Additional Unicode code points to be considered as a “combining” character such as characters defined in the Private Use Area (PUA) of a font.

Value

ucp2label() returns a character vector of Unicode labels. ucp_sort() returns a character vector of Unicode code points. is_combining_character() returns a logical vector.

See Also

[block2ucp\(\)](#), [hex2ucp\(\)](#), [int2ucp\(\)](#), [name2ucp\(\)](#), [range2ucp\(\)](#), and [str2ucp\(\)](#) all return Unicode code points.

Examples

```
# Get the Unicode Code Point "label" for "R"
ucp2label(str2ucp("R"))

is_combining_character(str2ucp("a"))
is_combining_character("U+0300") # COMBINING GRAVE ACCENT
```

[.bm_bitmap	<i>Extract or replace parts of a bitmap</i>
-------------	---

Description

[.bm_bitmap() is defined so that it returns a bm_bitmap() object (if the value is a matrix) and [\leftarrow .bm_bitmap() casts any replacement values as integers.

Usage

```
## S3 method for class 'bm_bitmap'
x[i, j, ..., drop = TRUE]

## S3 replacement method for class 'bm_bitmap'
x[i, j, ...] <- value
```

Arguments

x	bm_bitmap() object
i, j	indices specifying elements to extract or replace. See [base::[()]] for more information.
...	Passed to [base::[()]].
drop	If TRUE the result is coerced to a integer vector.
value	Replacement value

Value

[.bm_bitmap() returns a bm_bitmap() object if the value is a matrix and/or drop is FALSE otherwise it returns an integer matrix.

Examples

```
font_file <- system.file("fonts/spleen/spleen-8x16.hex.gz", package = "bittermelon")
font <- read_hex(font_file)
capital_r <- font[[str2ucp("R")]]
print(capital_r[4:14,2:8], px = px_ascii)
capital_r[11:13,3:5] <- 2L
print(capital_r, px = px_ascii)
```

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