Package 'RPMG'

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Type Package

Title Graphical User Interface (GUI) for Interactive R Analysis Sessions

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Description Really Poor Man's Graphical User Interface, used to create interactive R analysis sessions with simple R commands.

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`RPMG-package` *Really Poor Man's GUI: sets up buttons for a graphical user interface in R*

Description

Really Poor Man's Graphical User Interface, used to create interactive R analysis sessions with simple R commands.

Author(s)

Jonathan M. Lees <jonathan.lees@unc.edu>

See Also

rowBUTTONS, whichbutt

Examples

```
###  get sample image data set.
data(volcano)
#####   set sample interval unit
attr(volcano, 'dx') =10
attr(volcano, 'dy') =10
###  create the list of labels
###  Actions for these buttons are described in the calling program XSECDEM
mybutts = c("DONE", "REFRESH", "rainbow", "topo", "terrain", "CONT", "XSEC","PS" )
XSECDEM(volcano, mybutts)
##########################################
##########################################  CODE STUB
## Not run: ###   Example code chunk:
###  general set up of RPGM usage:
######  make a plot
#######  set buttons
buttons = rowBUTTONS(c("BUT1","BUT2") , col=c(1,1), pch=c(1,1))
#######  after plotting, locate in plot....
zloc = locator()
Nclick = length(zloc$x)
#############  the last click on the screen before stopping (middle
#############        mouse click) is used to set the action
K =  whichbutt(zloc , buttons)
while(TRUE)
      {
if(K[Nclick] == match("BUT1", labs, nomatch = NOLAB))
          {
            ###  do what ever button 1 is supposed to do
          }
if(K[Nclick] == match("BUT2", labs, nomatch = NOLAB))
          {
            ###  do what ever button 2 is supposed to do
          }
}  ## end while loop

## End(Not run)
```

---

aGETXprofile *Cross sectional profile through a digital elevation map*

Description

Example of how to use RPMG button functions. This example shows how to plot a DEM and interactively change the plot and find projected cross-sections through a surface.

Usage

```
aGETXprofile(jx, jy, jz, LAB = "A", myloc = NULL, PLOT = FALSE, asp=1)
```

Arguments

jx, jy	locations of grid lines at which the values in 'jz' are measured.
jz	a matrix containing the values to be plotted
LAB	Alphanumeric (A-Z) for labeling a cross section
myloc	Out put of Locator function
PLOT	logical. Plot is created if TRUE
asp	aspect ration, see par

Details

The program uses a similar input format as image or contour, with structure from the locator() function of x and y coordinates that determine where the cross section is to be extracted.

Value

Returns a list of x,z values representing the projected values along the cross section.

RX	distance along cross section
RZ	values extracted from the elevation map

Note

The program is an auxiliary program provided to illustrate the RPMG interactive R analysis.

Author(s)

Jonathan M. Lees<jonathan.lees@unc.edu>

See Also

locator, image

Examples

```
## Not run:
#######  get data
   data(volcano)
####  extract dimensions of image
   nx = dim(volcano)[1]
   ny = dim(volcano)[2]

###  establish units of image
   jx = 10*seq(from=0, to=nx-1)
   jy = 10*seq(from=0, to=ny-1)

####  set a letter for the cross section
   LAB = LETTERS[1]

###  coordinates of cross section on image
```

```
###  this is normally set by using the locator() function
   x1 = 76.47351
   y1 = 231.89055
   x2 = 739.99746
   y2 = 464.08185

## extract and plot cross section

 aGETXprofile(jx, jy, volcano, myloc=list(x=c(x1, x2), y=c(y1, y2)), LAB=LAB, PLOT=TRUE)

## End(Not run)
```

`breakline.index` *Break a vector into segments*

Description

Break a vector into segments

Usage

```
breakline.index(Z, ww)
```

Arguments

`Z`	vector
`ww`	indices where the breaks should occur. if a matrix is provided the start and end indices are given, else the breaks are provded.

Details

Codes used for maps to break map segments along boundaries. But this is more general, nd can be used to break any vector according to given indices. See examples.

Value

List of indices that are segments.

Author(s)

Jonathan M. Lees<jonathan.lees@unc.edu>

Examples

```
###   example with a vector of breaks
h  = 1:20
k = breakline.index(h, c(8, 14))

########  select with a matrix of start-ends
r1 = rbind(c(3,10), c(14, 18))
k = breakline.index(h, r1)

j1 = seq(from=3, to=17, by=3)
j2 = j1+5

##########  overlapping sequences
r1 = cbind(j1, j2)
k = breakline.index(h, r1)

######  example with coordinates

####  some data:
uu=list()
uu$x=c(136.66,136.34,136.07,136.07,135.62,135.03,134.98,
134.98,135.07,135.25,135.75,137.07,137.35,137.44,138.07,
138.07,137.80,137.75,137.25)
uu$y=c(39.878,39.749,39.490,39.296,39.200,39.135,38.909,
38.618,38.327,38.004,37.875,37.875,38.327,38.489,
38.812,39.006,39.232,39.587,39.943)

###  plot raw data
plot(uu$x, uu$y, type="l")

####  cutoff:
z1 = 39

h = 1:length(uu$x)

w1 = which( uu$y>z1)

g1 = list(x=uu$x[w1] , y=uu$y[w1] )

lines(g1, col='red')
############   notice the connecting line.
#########  how can we avoid this?

w2 = which(diff(w1)!=1)

k = breakline.index(w1, w2)

for(i in 1:length(k)) lines(uu$x[ k[[i]] ], uu$y[ k[[i]]  ], col='blue')
######  see, line is broken correctly
```

butdoc *Button Documentation for RPMG codes*

Description

Interactive Button Documentation for RPMG codes

Usage

```
butdoc(tag, doc, NEW = FALSE)
```

Arguments

tag	character vector of tags
doc	character vector of (short) explanations
NEW	logical, TRUE = open new device

Details

This is used in conjunction with interactive codes that employ RPMG

Value

Side Effects

Author(s)

Jonathan M. Lees<jonathan.lees@unc.edu>

See Also

chooser

Examples

```
 ALLLABS = c( "DONE","REFRESH","EPS","LINE","DECIM","MAP","SURF","TRACE","TTC","CITY","TRcol",
     "STName","Pick","ZOOM","UNZOOM","IDARR","FILT","UnFILT","P-GEN")
  N = length(ALLLABS)
    DOC = rep(NA, length=N)



DOC[1] = "Quick and return to calling program"
DOC[2] = "refresh screen"
DOC[3] = "Postscript plot"
DOC[4] = "draw a line (even number of clicks)"
DOC[5] = "Decimate the traces"
DOC[6] = "Make a map with great circles"
```

```
DOC[7] = "Draw a set of surface wave arrivals"
DOC[8] = "Toggle drawing of traces"
DOC[9] = "Travel Time Curves"
DOC[10] = "put random cities on X-axis"
DOC[11] = "toggle plotting traces with colors"
DOC[12] = "put station names on X-axis"
DOC[13] = "Pick arrivals on one trace"
DOC[14] = "Zoom display (need two clicks on screen)"
DOC[15] = "unzoom to original display"
DOC[16] = "Identify traces"
DOC[17] = "Fitler traces with a set of filters provided"
DOC[18] = "Unfilter traces to original display"
DOC[19] = "Run PICK.GEN on selected traces: select on the tags at X-axis"

  butdoc(ALLLABS, DOC,  NEW=FALSE)
```

---

chooser *Iteractive Selection Winder*

Description

Choose an option from a selection

Usage

```
chooser(opts=c(1, 2, 5, 10, 15, 20) , ncol=5, nsel=NA,
    newdev=TRUE, STAY=FALSE,
    cols="red", main="", newplot=TRUE,
    xlim=c(0,1), ylim=c(0,1),
    just="CEN", ... )
```

Arguments

opts	list of options
ncol	number of columns
nsel	number of selections
newdev	logical, TRUE=start new device, default=TRUE
STAY	logical, TRUE=keep same device when done, default=FALSE
cols	colors for buttons, default = pastel.col(N)
main	title for screen (maybe instructions for picking)
newplot	logical, TRUE means start a new plot
xlim	xlim on the plot
ylim	ylim on the plot
just	character, justification in box, one of CEN, LEFT, RIGHT
...	additional parameters from par, used for font, cex, etc...

Details

Used for interactive selections of numeric or other options. If the input vector is all numeric, a numeric value is returned. If, on the other hand, the input is mixed or character, a character vector is returned. If the selection number nsel is left blank, it is set at 1. If it is specified, selection can be truncated by clicking the right mouse.

Value

vector of selections.

Author(s)

Jonathan M. Lees<jonathan.lees.edu>

See Also

locator

Examples

```
## Not run:
 k = letters[1:26]

pk = chooser(opts=k , nsel=3 )

print(pk)


 k = c( 1:26, letters[1:26])

pk = chooser(opts=k , nsel=3 )

print(pk)


k = 1:12

pk = chooser(opts=k , nsel=3 )

print(pk)
##################

plot(runif(10, 1, 100), runif(10, 1, 100), type='n')

APAL = c('tan2','red2','lightpink3','chocolate4','blue3','thistle4',
  'lightcyan4',
   'orangered1','purple4','darkred',
   'dodgerblue1','gold3','chartreuse',
   'sienna4')

##   nchar( APAL )
```

```
wm = which.max(nchar( APAL ))
swidth = strwidth(APAL[wm])


upar = par("usr")

mhgt = sum( strheight(APAL )+0.5*strheight(APAL ))

mwid = max( strwidth(APAL) )

mwid = mwid + 0.05*mwid

chooser(opts=APAL  , ncol=1, nsel=NA, newdev=FALSE, STAY=TRUE,
           newplot=FALSE, xlim=c(upar[1], upar[1]+mwid) ,
       ylim=c( (upar[4]-mhgt),upar[4]) , main=""  )



## End(Not run)
```

`circle` *circle coordinates*

Description

generate circle coordinates for plotting

Usage

```
circle(n = 1, ang1=0)
```

Arguments

`n`	number of points
`ang1`	starting angle (degrees)

Value

List

`x`	coordinates
`y`	coordinates

Author(s)

Jonathan M. Lees <jonathan.lees@unc.edu>

Examples

```
j = circle(26)
plot(j)
```

ColorScale *Color Scale*

Description

Graded Color Scale position by locator

Usage

```
ColorScale(z, loc = list(x = 0, y = 0),  thick=1, len=1, offset=.2, col
= rainbow(100),border='black', gradcol='black',numbcol='black', unitscol='black',
units = "", SIDE = 1, font = 1, fontindex =1, cex=1)
```

Arguments

z	values to be scaled
loc	x-y location boundary of plotting area, user coordinates
thick	width of scale bar in inches
len	length of scale bar in inches
offset	offset from border, in inches
col	color palette
border	color for border of scale, NA=do not plot
gradcol	color for gradiation marks of scale, NA=do not plot
numbcol	color for number values of scale, NA=do not plot
unitscol	color for units character string, NA=do not plot
units	character, units for values
SIDE	side, 1,2,3,4 as in axis
font	vfont number
fontindex	font index number
cex	character expansion, see par for details

Details

Locations (loc) are given in User coordinates. The scale is plotted relative to the location provided in user coordinates and offset by so many inches outside that unit. to get a scale plotted on the interior of a plot, send ColorScale a rectangular box inside the plotting region and give it a 0 offset. All other measures are given in inches. To suppress the plotting of a particular item, indicate NA for its color.

Since the list of the bounding box is returned, this can be used to modify the text, e.g. change the way the units are displayed.

Value

list Graphical Side effects and list of bounding box for color scale:

x	x coordinates of box
y	y coordinates of box

Author(s)

Jonathan M. Lees<jonathan.lees@unc.edu>

See Also

HOZscale

Examples

```
data(volcano)

d = dim(volcano)
x=seq(from=1,by=1, length=d[1]+1)
y=seq(from=1,by=1, length=d[2]+1)
plot(range(x), range(y), type='n',  asp=1, ann=FALSE, axes=FALSE)

image(x=x, y=y, z=volcano, col = rainbow(100), add=TRUE)

z=volcano




ColorScale(volcano, loc=list(x=range(x), y=range(y)) ,
     col = rainbow(100), units = "Elev:m", font = 1, SIDE = 1)

ColorScale(volcano, loc=list(x=range(x), y=range(y)) ,
     col = rainbow(100), units = "Elev:m", font = 1, SIDE = 2)

ColorScale(volcano, loc=list(x=range(x), y=range(y)) ,
     col = rainbow(100), units = "Elev:m", font = 1, SIDE = 3)

ColorScale(volcano, loc=list(x=range(x), y=range(y)) ,
     col = rainbow(100), units = "Elev:m", font = 1, SIDE = 4)


plot(range(x), range(y), type='n',  asp=1, ann=FALSE, axes=FALSE)

##   image(x=x, y=y, z=volcano, col = rainbow(100), add=TRUE)

XAX = pretty(x)
XAX = XAX[XAX>=min(x)  & XAX<=max(x)]

axis(1, at=XAX, pos=y[1])
```

```
YAX = pretty(y)
YAX = YAX[YAX>=min(y)  & YAX<=max(y)]

axis(2, at=YAX, pos=x[1])

rect(x[1], y[1], max(x), max(y))



ColorScale(volcano, loc=list(x=range(x),  y=range(y)) ,offset=.8,
     col = rainbow(100), units = "Elev:m", font = 2, SIDE = 1)

ColorScale(volcano, loc=list(x=range(x), y=range(y)), offset=.8 ,
     col = rainbow(100), units = "Elev:m", font = 1, fontindex = 2,SIDE = 2)

ColorScale(volcano, loc=list(x=range(x), y=range(y)), offset=.2 ,
     col = rainbow(100), units = "Elev:m", font = 1, fontindex = 3, SIDE = 3)

ColorScale(volcano, loc=list(x=range(x), y=range(y)), offset=.2 ,
     col = rainbow(100), units = "Elev:m", font = 2, fontindex = 3, SIDE = 4)


plot(range(x), range(y), type='n',  asp=1, ann=FALSE, axes=FALSE)

##   image(x=x, y=y, z=volcano, col = rainbow(100), add=TRUE)

XAX = pretty(x)
XAX = XAX[XAX>=min(x)  & XAX<=max(x)]

axis(1, at=XAX, pos=y[1])

YAX = pretty(y)
YAX = YAX[YAX>=min(y)  & YAX<=max(y)]

axis(2, at=YAX, pos=x[1])

rect(x[1], y[1], max(x), max(y))


ColorScale(volcano, loc=list(x=range(x),  y=range(y)) , offset=.8,  gradcol= NA,
     col = rainbow(100), units = "Elev:m", font = 2, SIDE = 1)

ColorScale(volcano, loc=list(x=range(x), y=range(y)), offset=.8 ,numbcol
= NA,
     col = rainbow(100), units = "Elev:m", font = 1, fontindex = 2,SIDE = 2)

ColorScale(volcano, loc=list(x=range(x), y=range(y)), offset=.2
,unitscol  = NA,
     col = rainbow(100), units = "Elev:m", font = 1, fontindex = 3, SIDE = 3)

ColorScale(volcano, loc=list(x=range(x), y=range(y)), offset=.2 ,border
= NA, gradcol  = 'black', numbcol  = 'blue', unitscol  = 'purple',
     col = rainbow(100), units = "Elev:m", font = 2, fontindex = 3, SIDE
```

```
= 4)


##########################

plot(range(x), range(y), type='n',  asp=1, ann=FALSE, axes=FALSE)

##   image(x=x, y=y, z=volcano, col = rainbow(100), add=TRUE)

XAX = pretty(x)
XAX = XAX[XAX>=min(x)  & XAX<=max(x)]

axis(1, at=XAX, pos=y[1])

YAX = pretty(y)
YAX = YAX[YAX>=min(y)  & YAX<=max(y)]

axis(2, at=YAX, pos=x[1])

rect(x[1], y[1], max(x), max(y))

B = ColorScale(volcano, loc=list(x=range(x), y=range(y)), offset=.2 ,border
= NA, gradcol  = NA, numbcol  = NA, unitscol  = NA,
     col = rainbow(100), units = "Elev:m", font = 2, fontindex = 3, SIDE = 3)

text(mean(B$x), B$y[2], "scaled data", pos=3, xpd=TRUE)

text(B$x[1], mean(B$y), min(volcano), pos=2,  xpd=TRUE)
text(B$x[2], mean(B$y), max(volcano), pos=4,  xpd=TRUE)



##########################   dark background
par(fg="white")
par(bg="black")
par(col.axis="white",   col.lab="white",  col.main="white",  col.sub="white")

plot(range(x), range(y), type='n',  asp=1, ann=FALSE, axes=FALSE,
fg='white' )
image(x=x, y=y, z=volcano, col = rainbow(100), add=TRUE)

XAX = pretty(x)
XAX = XAX[XAX>=min(x)  & XAX<=max(x)]

axis(1, at=XAX, pos=y[1])

YAX = pretty(y)
YAX = YAX[YAX>=min(y)  & YAX<=max(y)]

axis(2, at=YAX, pos=x[1])

rect(x[1], y[1], max(x), max(y), border='white')
```

```
ColorScale(volcano, loc=list(x=range(x), y=range(y)) ,offset=.6,
gradcol= 'black',  unitscol  =rgb(.9, .9, 1) ,  numbcol  =rgb(.9, 1, .9) , border="white",
     col = rainbow(100), units = "Elev:m", font = 2, fontindex = 3, SIDE = 1)

ColorScale(volcano, loc=list(x=range(x), y=range(y)), offset=.8
,numbcol= rgb(1, .85, .85) ,
     col = rainbow(100), units = "Elev:m", font = 1, fontindex = 2,SIDE = 2)

ColorScale(volcano, loc=list(x=range(x), y=range(y)), offset=.2,unitscol  = NA,
     col = rainbow(100), units = "Elev:m", font = 1, fontindex = 3, SIDE = 3)

ColorScale(volcano, loc=list(x=range(x), y=range(y)), offset=.2 ,border
= NA, gradcol  = 'white', numbcol  = 'blue', unitscol  = 'purple',
     col = rainbow(100), units = "Elev:m", font = 2, fontindex = 3, SIDE = 4)




plot(range(x), range(y), type='n',  asp=1, ann=FALSE, axes=FALSE,
fg='white' )

XAX = pretty(x)
XAX = XAX[XAX>=min(x)  & XAX<=max(x)]

axis(1, at=XAX, pos=y[1])

YAX = pretty(y)
YAX = YAX[YAX>=min(y)  & YAX<=max(y)]

axis(2, at=YAX, pos=x[1])

rect(x[1], y[1], max(x), max(y), border='black')



ColorScale(volcano, loc=list(x=c(20, 40), y=c(10, 40)), thick=.2, offset=0 ,
     col = rainbow(100), units = "Elev:m", font = 1, fontindex = 2,SIDE
= 2, cex=.5)
```

---

colwheel *Choose rgb from a color rectangle*

Description

Shows and image of colors and allows one to choose a color and see what it looks like in swath with different backgrounds.

Usage

```
colwheel(v = 1, BACK = "black")
```

Arguments

v	v, from hsv color scheme
BACK	starting background color

Value

vector of RGB colors in hex format.

Author(s)

Jonathan M. Lees<jonathan.lees@unc.edu>

See Also

hsv, VVwheel, wheelrgb, SHOWPAL.A

Examples

```
## Not run:
colwheel(v = 1, BACK = "black")

colwheel(v = 1, BACK = "white")

## End(Not run)
```

---

cprint *dump assignment*

Description

dump out an R assignemnt statement to the screen

Usage

```
cprint(a)
```

Arguments

a	R object

Value

side effects

Author(s)

Jonathan M. Lees<jonathan.lees@unc.edu>

Examples

```
x = 10

cprint(x)
```

---

endSCALE *Plot nice scale at end of trace.*

Description

Calculate nice scale to use at the end of a plot. Use as an alternative to magicaxis.

Usage

```
endSCALE(arange, digits = 3)
```

Arguments

arange	2-vector of bounds
digits	number of digits to use

Details

The function returns information for plotting a nice bounds axis similar to MATLAB plotting style.

Value

character vector: min, max, exponent

Note

If the bounds span multiple orders of magnitude, may want to make adjustments (like setting a negative exponent bound to zero)

Author(s)

Jonathan M. Lees<jonathan.lees@unc.edu>

See Also

plotwlet

Examples

```
M = 1e-19
m = M

for(i in 1:10) {
  z = c( rnorm(1)*m ,  rnorm(1)*M )
  print(z)
  print( endSCALE(z)   )

##########  use in plotting:

x = seq(from=0, by=0.01, length=200)
a = 10000*rnorm(length(x))
old.par <- par(no.readonly = TRUE)
############  make room on the right margin
MAI = par("mai")
 MAI[4] = MAI[2]
par(mfrow=c(2,1))
 par(mai=MAI)
par(xaxs='i', yaxs='i')

plot(x,a, type='l')
  axtrace = range(a)
    Elabs =  endSCALE(axtrace)
    exp = parse(text = Elabs[3])
 axis(4, at=axtrace , labels=Elabs[1:2] , pos=max(x), tick=TRUE , line=0.5, cex.axis=0.8,las=2)
       mtext(exp, side = 3, at = max(x), line=0.5, adj=-1  , cex=0.8)
    mtext("m/s", side = 4, at =mean(axtrace) , line=0.5   , cex=0.8 ,las=1 )

a = rnorm(length(x))/100000


plot(x,a, type='l')
  axtrace = range(a)
    Elabs =  endSCALE(axtrace)
    exp = parse(text = Elabs[3])
 axis(4, at=axtrace , labels=Elabs[1:2] , pos=max(x), tick=TRUE , line=0.5, cex.axis=0.8,las=2)
       mtext(exp, side = 3, at = max(x), line=0.5, adj=-1  , cex=0.8)
    mtext("m/s", side = 4, at =mean(axtrace) , line=0.5   , cex=0.8 ,las=1 )

par(old.par)


}
```

fmod *Floating point remainer function*

Description

extract remainder for floating point numbers

Usage

```
fmod(k, m)
```

Arguments

k	floating point number
m	divisor number

Value

returns remainder after dividing out the divisor part:
j = floor(k/m)
a = k-m*j
return(a)

Author(s)

Jonathan M. Lees <jonathan.lees@unc.edu>

Examples

```
###  degrees after removing extraneous 2*pi
j = 540.23
fmod(j, 360)
```

Gcols *Get Color Palette*

Description

Get Color Palette

Usage

```
Gcols(plow = 10, phi = 10, N = 100, pal = "rainbow", mingray = 0.5)
```

Arguments

plow	lowest number for color selection
phi	highest number for color selection
N	number of colors
pal	color palette name
mingray	lower end is blanked out and replaced by gray

Value

c(LOW , Z, HI) color palette

Author(s)

Jonathan M. Lees<jonathan.lees.edu>

See Also

tomo.colors, shade.col

Examples

```
TPALS = c("rainbow", "topo.colors", "terrain.colors", "heat.colors", "tomo.col")

 pal = Gcols(plow=5, phi=0,  N=100, pal=TPALS[3])
```

---

getmem *Get Member*

Description

Get a member of a list

Usage

```
getmem(v, mem = 1)
```

Arguments

v	vector
mem	element in vector

Details

Used in conjunction with apply

Value

vector of members of a list

Author(s)

Jonathan M. Lees<jonathan.lees@unc.edu>

Examples

```
z = list()
for(i in 1:10)
{

z[[i]] = round(10*runif(10))


}

y = as.vector(unlist(lapply(z, getmem, 6)))
```

---

helpcolors *Help on Personal Color Palettes*

Description

Give information on how to set up Personal Color Palettes

Usage

```
helpcolors()
```

Value

Side effects

Author(s)

Jonathan M. Lees<jonathan.lees@unc.edu>

See Also

palette

Examples

```
helpcolors()
```

`HOZscale` *add horizontal color scale*

Description

Add horizontal color scale to existing plot.

Usage

```
HOZscale(z, col, units="", SIDE=1, s1=.6, s2=0.95,
    format=1, digits=3, cex=1, cex.units=1)
```

Arguments

`z`	image matrix
`col`	color palette
`units`	character string, units
`SIDE`	Side of the plot
`s1`	percent of margin for bottom
`s2`	percent of margin for top
`format`	Format: 1 for normal number, 2 for exponential notation
`digits`	Significant digits
`cex`	Character expansion for the numeric values.
`cex.units`	Character expansion for the units.

Value

Vector of rectangle coordinates and z-values: c(xmin,ymin, xmax, ymax, Z-min, Z-max)

Author(s)

Jonathan M. Lees<jonathan.lees.edu>

Examples

```
data(volcano)
image(volcano, col=terrain.colors(100))

HOZscale(volcano,terrain.colors(100) , units = "", SIDE = 1, s1 = 0.4, s2 = 0.95)


plot(1:10, 1:10, type='n')
j = c(runif(1, -10, 10) , runif(1, 20, 10000) )

### example showing scale above and below
HOZscale(j, terrain.colors(100),
         units="hi", SIDE=3, s1=.4, s2=0.6, format=2, digits=2, cex.units = 1.2, cex=1.2)

j = c(runif(1, -10, 10)/1000 , runif(1, 1, 10) )

HOZscale(j, terrain.colors(100),
          units="hi", SIDE=1, s1=.6, s2=0.8, format=2, digits=2, cex.units = 0.8)
```

HOZtics *Add tics to Horizontal Scale*

Description

Add tics and levels to color scale for am image plot.

Usage

```
HOZtics(HOZ, side = 1)
```

Arguments

HOZ	Output coordinates of HOZscale
side	1=above, 2=below

Details

The levels are determined via the pretty function.

Author(s)

Jonathan M. Lees<jonathan.lees@unc.edu>

See Also

ColorScale

Examples

```
pal1 = terrain.colors(100)
Z = c(1,40)
plot(c(0,1), c(0,1) )
hs = HOZscale(Z, col=pal1)
HOZtics(hs, side=1)
```

`ilocator` *Specialized Locator function*

Description

Locator function with set parameters

Usage

```
ilocator(N=1, COL=1, NUM=FALSE, YN=NULL, style=0)
```

Arguments

`N`	number of points to locate
`COL`	color
`NUM`	number of points
`YN`	number of windows to span for lines
`style`	0,1,2 for differnt style of plotting vertical lines

Details

if the window is divided into YN horizontal regions, style =2 will plot segments only within regions based on y-value of locator().

Value

list:

`x`	x-locations
`y`	y-locations
`n`	number of points

Author(s)

Jonathan M. Lees<jonathan.lees.edu>

See Also

locator

Examples

```
plot(c(0,1), c(0,1), type='n')
for(i in 1:5) { abline(h=i/6) }

ilocator(N=3, COL = 1, NUM = 4, YN = 6, style = 2)
```

---

itoxyz *Vector Index to Matrix Index*

Description

Given I index get ix,iy, iz for three dimensional grids.

Usage

```
itoxyz(i, nx, ny, nz)
```

Arguments

i	index to long vector
nx	number of blocks in x axis
ny	number of blocks in y axis
nz	number of blocks in z axis (layers)

Value

ix	Index of X-array
iy	Index of Y-array
iz	Index of Z-array (layer)

Author(s)

Jonathan M. Lees<jonathan.lees.edu>

See Also

xyztoi

Examples

```
 itoxyz(24, 6, 6, 1)

kpos = itoxyz(2443:2500 , 20, 20, 13)
```

jpng *png or pdf output*

Description

Get file name and recreate plot on a png or pdf device. This program makes an attempt to keep the same size plot as viewed in the screen.

Usage

```
jpng(file='tmp',  width = 8, height = 8,P = NULL,  bg = "white")
jpdf(file='tmp',  width = 8, height = 8,P = NULL)
```

Arguments

file	png or pdf: will be added as a suffix, if needed
width	width, inches
height	height, inches
P	vector to fix the size, c(width, height)
bg	background color (default="transparent")

Details

If P=c(10,12) is missing or NULL, program will attempt to use current plotting region via par to duplicated the size of the postscript device. Must close this device with dev.off() to finish. If either w or h are provided they will override the values in vector P.

If the standard suffix (png or pdf) are provided the file will be set. If these are omitted, they will be added to the given name according to the local.file function.

Value

Graphical Side Effect

Author(s)

Jonathan M. Lees<jonathan.lees.edu>

See Also

par, postscript, device

Examples

```
## Not run:
jjj = local.file('hi', 'png')
x= rnorm(10)
y= rnorm(10)

plot(x,y)

print('resize the current plot')

jpng(jjj, width = 8, height = 8)
plot(x,y)
dev.off()

jpdf("HiThere.pdf", width = 8, height = 8 )
plot(x,y)
dev.off()


jpng("HiThere.png", width = 8, height = 8 , bg='red' )
plot(x,y)
dev.off()


## End(Not run)
```

---

jpostscript *Postscript Output*

Description

Get file name and recreate plot on a postsctipt device. This program makes an attempt to keep the same size plot as viewed in the screen.

Usage

```
jpostscript(file=NULL, P=NULL, w=NULL, h=NULL)
```

Arguments

file	Postscript file name, eps will be added as a suffix
P	vector to fix the size, c(width, height)
w	width, inches
h	height, inches

Details

If P=c(10,12) is missing or NULL, program will attempt to use current plotting region via par to duplicated the size of the postscript device. Must close this device with dev.off() to finish. If either w or h are provided they will override the values in vector P.

Value

Graphical Side Effect

Author(s)

Jonathan M. Lees<jonathan.lees.edu>

See Also

par, postscript, device

Examples

```
## Not run:
jjj = local.file('hi', 'eps')
x= rnorm(10)
y= rnorm(10)

plot(x,y)

print('resize the current plot')

jpostscript(jjj)
plot(x,y)
dev.off()

jpostscript("HiThere", P=c(7,7) )
plot(x,y)
dev.off()


jpostscript("HiThere", P=c(7,7), w=10 )
plot(x,y)
dev.off()


## End(Not run)
```

label.it *Labels on Plots*

Description

Put Labels (A,B, C...) on corners of figures

Usage

```
label.it(a = "", corn = 1, ...)
```

Arguments

a	letters
corn	corner
...	graphical parameters passed from par

Value

Graphical Side effects

Author(s)

Jonathan M. Lees<jonathan.lees@unc.edu>

Examples

```
par(mfrow=c(2,2))
for(i in 1:4)
{
plot(rnorm(5), rnorm(5))
label.it(letters[i],1)
}
```

local.file *Get name for a Local file*

Description

Get a name for a local file for writing ascii files or postscript output. This code checks to see if file exists and if so it increments a counter int he name.

Usage

```
local.file(pref, suf)
```

Arguments

pref	prefix for file name
suf	suffix for file name

Details

File name is located in the current directory.

Value

character string for new file name

Author(s)

Jonathan M. Lees<jonathan.lees.edu>

Examples

```
psfile = local.file("JML", "eps")
```

---

meshgrid *Create a mesh grid like in Matlab*

Description

Creates 2D matrices for accessing images and 2D matrices

Usage

```
meshgrid(a, b)
```

Arguments

a	x vector components
b	y vector components

Details

returns outer product of x-compnents and y-components for use as index arrays

Value

x	length(y) by length(x) matrix of x indicies
y	length(y) by length(x) matrix of y indicies

Author(s)

Jonathan M. Lees<jonathan.lees@unc.edu>

Examples

```
meshgrid(1:5, 1:3)
```

OPTREPLOT *Replot Function for SELBUT*

Description

Replot Function for SELBUT

Usage

```
OPTREPLOT(opts , ncol=5, sel=1,  HOZ=TRUE, TOP=TRUE,
cols="white", scol="black", bcol="white" , tcol="black",
slwd=1, blwd=3, main="", xlim=c(0,1), ylim=c(0,1),
cex=1,  mpct = 0.1,  newplot=TRUE)
```

Arguments

opts	character list of options
ncol	number of columns
sel	vector of selected options
HOZ	logical, TRUE=plot horizontally
TOP	logical, TRUE=plot top-down
cols	colors
scol	select box color
bcol	default box color
tcol	box text color
slwd	select box line width
blwd	default box line width
main	character title
xlim	x-limits in plotting region (user coordinates)
ylim	y-limits in plotting region (user coordinates)
cex	character expansion for text in boxes
mpct	percentage margin to leave between option boxes
newplot	logical, TRUE=new plot

Details

Used internally in SELBUT as a replotting function

Value

list

M	x,y matrix of grid
dx	delta x
dy	delta y
rx	range of x
ry	range of y

Author(s)

Jonathan M. Lees<jonathan.lees@unc.edu>

See Also

SELBUT, swig

Examples

```
STDLAB=c("DONE", "QUIT", "zoom.out", "zoom.in", "SELBUT", "FILT",
"UNFILT", "PSEL", "SGRAM", "WLET", "SPEC", "XTR" )
OPTREPLOT(STDLAB)


XMCOL =  setXMCOL()
YN = OPTREPLOT(XMCOL, cols =XMCOL, tcol=grey(.8)  ,
scol=  "transparent", bcol= "transparent",  mpct=0.05   )


YN = OPTREPLOT(XMCOL, cols =XMCOL, tcol=grey(.8)  ,
scol=  "transparent", bcol= "black",  mpct=0.05   )
```

`pastel.colors` *pastel colors*

Description

vector of pastel colors

Usage

```
pastel.colors(num, seed=0)
```

Arguments

`num`	number of colors
`seed`	random number seed

Details

The seed is a value given so that the same pastel colors can be extracted with each subsequent call to the code.

Value

vector of RGB hex colors

Author(s)

Jonathan M. Lees<jonathan.lees@unc.edu>

See Also

rainbow

Examples

```
pastel.colors(12)

pastel.colors(12, seed=1 )
```

pickcolors *Pick a SYSTEM color*

Description

Pick a SYSTEM color

Usage

```
pickcolors(COLLIST = colors(), BACK = "white")
```

Arguments

COLLIST	system colors
BACK	background for colors

Value

List of colors

Author(s)

Jonathan M. Lees<jonathan.lees@unc.edu>

See Also

syscolors

Examples

```
## Not run:
######## see named colors, excluding grey
SYSCOL =  colors()
greys = grep('grey', SYSCOL)
grays = grep('gray', SYSCOL)

kolz = SYSCOL[-c(greys, grays) ]
pickcolors(COLLIST = kolz, BACK = "white")

###  or just one type
SYSCOL =  colors()
blues = SYSCOL[grep('blue', SYSCOL) ]
pickcolors(COLLIST = blues, BACK = "white")

## End(Not run)
```

rainbow.colors *rainbow.colors*

Description

Color palette of n rainbow colors

Usage

```
rainbow.colors(n)
```

Arguments

n	Nmber of colors desired

Details

rainbow.colors is set to match other color palette selections like topo.colors, terrain.colors

Value

Character vector of n colors from the default rainbow palette.

Author(s)

Jonathan M. Lees <jonathan.lees@unc.edu>

See Also

topo.colors, terrain.colors, palette

Examples

```
rainbow.colors(100)
```

RESCALE *Rescale a vector to fit in a certain range*

Description

Rescale a vector to fit in a certain range

Usage

```
RESCALE(x, nx1=0, nx2=1, minx=0, maxx=1)
```

Arguments

x	vector
nx1	new minimum
nx2	new maximum
minx	old min
maxx	old max

Details

Rescaling a vector, mostly used for graphics. If x does not vary, i.e. it is constant or minx and max are identical, the mean value of nx1 and nx2 is returned.

Value

Scale version of x vector is returned.

Author(s)

Jonathan M. Lees<jonathan.lees.edu>

Examples

```
x = rnorm(10)
RESCALE(x, 3, 9, min(x), max(x) )
```

---

rowBUTTONS *Geometry for the Really Poor Man's GUI*

Description

Create a set of buttons and associated geometry for RPMG

Usage

```
rowBUTTONS(labs, col = 6, pch = 4, cex=1, boxsize = -1)
```

Arguments

labs	Vector of labels for the buttons running across the top and bottom of the plot
col	Optional vector of colors for the buttons
pch	Optional vector of symbols to be plotted in the center of the buttons
cex	optional character expansion for text
boxsize	optional box size for the buttons, default=-1 where the size is adjusted for string size

Details

rowBUTTONS is called after the R graphic has been created so the geometry of the buttons can be set. Subsequent calls to whichbutt use the geometry to determine which button has been selected. Some of the parameters chosen here are controlled by par-like parameters.

Value

The function returns a list of buttons and the associated geometry.

N	Number of Buttons
labs	Names of the Buttons
x1	vector of left x-coordinates for the buttons
x2	vector of right x-coordinates for the buttons
y1	vector of top y-coordinates for the buttons
y2	vector of bottom y-coordinates for the buttons

Note

rowBUTTONS uses the current plotting parameters from par() to set the geometry. If the window is resized, rowBUTTONS should be reset to extract correct button position. In interactive mode this is done each time the plot is refreshed.

Author(s)

Jake Anderson and Jonathan M. Lees<jonathan.lees@unc.edu>

See Also

whichbutt, par

Examples

```
#######  create a plot
plot(c(0,1), c(0,1))
#######  set the character vector of button labels
mybutts = c("DONE", "REFRESH", "rainbow", "topo", "terrain", "CONT",
"XSEC","PS" )
#########  set colors and plotting chars for buttons
colabs = rep(1, length=length(mybutts))
pchlabs = rep(0,length(mybutts))
#######  create and set geometry for buttons:
buttons = rowBUTTONS(mybutts, col=colabs, pch=pchlabs)
```

see.pal *plot a rectangular palette*

Description

the function adds to an existing plot in the lower left corner

Usage

```
see.pal(col)
```

Arguments

col	vector of colors

Value

Side Effects

Author(s)

Jonathan M. Lees<jonathan.lees@unc.edu>

See Also

see.pals

Examples

```
plot(c(0,1), c(0,1), type='n')
see.pal(rainbow(100))
```

SELOPT *Select Options*

Description

Select buttons interactively.

Usage

```
SELOPT(OPTS, onoff = -1, ncol=5, ocols = "white",
       cex=1, default="opt" )
```

Arguments

OPTS	character list of buttons
onoff	which buttons are active, onoff=-1 turns all buttons off, onoff=0 turns all buttons on, any other vector is an index vector to selected options
ncol	number of columns, default = 5
ocols	colors for plotting option boxes
cex	character expansion for text in boxes
default	default vector of options

Details

Used in swig. OPtions can be added, subtracted, deleted, or completely filled out based on interactive choice.

Value

character list of selected options

Author(s)

Jonathan M. Lees<jonathan.lees@unc.edu>

See Also

OPTREPLOT, chooser

Examples

```
## Not run:
STDLAB=c("DONE", "QUIT", "zoom.out", "zoom.in", "SELOPT",
"FILT","UNFILT",
 "PSEL", "SGRAM", "WLET", "SPEC", "XTR" )
onoff = rep(0, length(STDLAB))
onoff[1:5] = 1
SELOPT(STDLAB, onoff=onoff)

###   second option for selecting colors
###dev.new(width=12, height=12)

scol = SELOPT(colors(),  onoff=-1, ncol=15, ocols =colors(), cex=.6 )

###  old program
SHOWPAL(scol, NAME=TRUE)

###  show the options chosen from top to bottom
OPTREPLOT(scol,  cols=scol,  scol="green", bcol="blue", slwd=15 )
```

```
## End(Not run)
```

`sepia.colors` *Sepia Color Palette*

Description

Sepia Color Palette

Usage

```
sepia.colors(n, k = 1)
myhcl.colors(n, k = 260)
```

Arguments

`n`	Number of colors
`k`	Sepia starting color, hcl ending number

Details

There are two version of sepia in the code, each has a slightly different sepia end member.

Value

vector of Octal color codes

Author(s)

Jonathan M. Lees<jonathan.lees@unc.edu>

See Also

tomo.colors, pastel.colors, syscolors, helpcolors

Examples

```
scol = sepia.colors(100)
SHOWPAL(scol)
see.pal(scol)
```

setXMCOL *Set up color map from Geotouch*

Description

Uses colors predefined in geotouch

Usage

```
setXMCOL()
```

Value

Vector of named colors

Author(s)

Jonathan M. Lees<jonathan.lees@unc.edu>

Examples

```
XMCOL=setXMCOL()
```

shade.col *Shaded Color Palette*

Description

Create a color palette with two end member colors

Usage

```
shade.col(n, acol = c(1, 0, 0), bcol = c(1, 1, 1))
```

Arguments

n	number of desired colors
acol	rgb, starting color
bcol	rgb, ending color

Details

Linear interpolation from color1 to color 2.

Value

color vector

Author(s)

Jonathan M. Lees<jonathan.lees.edu>

See Also

rainbow, tomo.col

Examples

```
##  color palette from red to white
shade.col(100, acol = c(1, 0, 0), bcol = c(1, 1, 1))
```

SHOWPAL *Show a palette of colors as a bar*

Description

Show a palette of colors as a bar

Usage

```
SHOWPAL( COLLIST , NAME = FALSE, NUM=FALSE, ncol = 5, BACK="transparent")
```

Arguments

COLLIST	vector of colors
NAME	name of palette
NUM	logical, TRUE=show index number
ncol	number of colors
BACK	Background color, default=NULL

Value

Graphical Side Effects

Author(s)

Jonathan M. Lees<jonathan.lees@unc.edu>

See Also

see.pals, help.pal , plotpal , helpcolors

Examples

```
##########   make a large screen for a lot of colors
### dev.new(width=12, height=12)

SHOWPAL(colors(), ncol=15, NAME=FALSE)

gcol = setXMCOL()

SHOWPAL(gcol, ncol=10, NAME=TRUE)


####  show index:
SHOWPAL(gcol, ncol=10, NAME=TRUE, NUM=TRUE)

  pl = c("grey", "lightblue1", "pink", "darkseagreen2", "gold1",
      "chartreuse1", "aquamarine", "plum1", "goldenrod", "maroon1",
      "deepskyblue", "palegreen2", "salmon")


SHOWPAL(pl,  NAME=TRUE, NUM=TRUE)


SYSCOL =  pastel.colors(100)
SHOWPAL(SYSCOL, ncol=10)


SYSCOL = sepia.colors(100)
SHOWPAL(SYSCOL, ncol=10)


SYSCOL =  hcl(h=seq(from=0, to=260, length=100) )
SHOWPAL(SYSCOL, ncol=10)
```

`slideshow` *SlideShow*

Description

MAke a slide show similar to Powerpoint presentations

Usage

```
slideshow(P = c("hi", "there", "sugar pie"),
dy = 0.2, EX = 0.1, ht = 3, font = 2, anim = FALSE)
```

Arguments

P	vector of character strings to display
dy	vertical spacing, percentage
EX	horizontal offset, percentage
ht	Character expansion, see par
font	Font choice, see par
anim	logical, Animation, TRUE=means animate the input line-by-line

Details

The function is meant to be used in presentations when R is running a script and text needs to be displayed to explain the talk. The animation is controlled by clicking on the screen using locator(1) function.

Value

Side effects

Author(s)

Jonathan M. Lees<jonathan.lees@unc.edu>

Examples

```
Ptext1 = c("New Package: Rquake", "Earthquake Location",
  "Inverse Theory",
  "Graphics",
  "Statistical Analysis" )

slideshow(Ptext1, ht=3, anim=FALSE )
```

---

textrect *Text labels with border*

Description

Plot Text labels with border and background color

Usage

```
textrect(x, y, lab, textcol = "black", col = "white",
   border = "black", off = 0.06, brd = 0.06, pos = 1, log="" ,
   add=TRUE, ...)
```

Arguments

x	x-location, user coordinates
y	y-location, user coordinates
lab	character for label
textcol	color for labels
col	color for background
border	color for border, NA=do not plot
off	Offset from point, inches, default=0.06
brd	Border around text, inches, default=0.06
pos	numeric, position=one of (0.0, 1.0, 1.5, 2.0, 2.5, 3.0, 3.5, 4.0, 4.5), as in the normal text call with pos=1,2,3,4, however, here I allow half way between points. 0 indicates no offset and label is placed centered on the point.
log	character, as in plot
add	add to existing plot (FALSE returns plotting rectangles)
...	additional parameters from par, used for font, cex, etc...

Details

textrect plots a label on an existing plot at the location designated. The text is surrounded by a rectangular box with color inside and a border. The box can be placed around the designated point at 9 positions. Positions 1,2,3,4 are the same as text parameter pos. Position 0 is centered, i.e. no offset. Positions, 1.5, 2.5, 3.5, 4.5 are at an angle 45 degrees clockwise from the integer values.

Value

graphical side effects.

Author(s)

Jonathan M. Lees<jonathan.lees@unc.edu>

Examples

```
thepos = c(0, seq(from=1, to=4.5, by=.5))
lab="the string"

x = 1:9
y = 1:9
plot(x,y, asp=1)
for(i in 1:length(thepos))
{
textrect(x[i], y[i], lab, col=i , border='green' ,
textcol="gold",  off=.06,  brd=.06 , pos=thepos[i], font=1, cex=.8 )
}
```

```
x = runif(10)
y = runif(10)
lab = floor( 1000*runif(10) )
i=sample(thepos, 10, replace = TRUE)
col = sample(rainbow(100) , 10, replace = TRUE)

plot(x,y, asp=1)
textrect(x, y, lab, pos=i , textcol="black", col=col)
```

VVwheel *Make a color rectangle (wheel)*

Description

Make a color rectangle (wheel)

Usage

```
VVwheel(BIGMESH = NULL, v = 1)
```

Arguments

BIGMESH	color mesh
v	v, from hsv color scheme

Value

M	meshgrid:
	x x - location
	y y - location
ARE	Radii
pANG	angle
dx	delta x
dy	delta y
RY	range x
RX	range y

Author(s)

Jonathan M. Lees<jonathan.lees@unc.edu>

See Also

hsv, VVwheel, wheelrgb

Examples

```
## Not run:
BIGMESH = VVwheel( v=1)

## End(Not run)
```

---

wheelrgb *Plot a large color rectangle for color selection*

Description

Plot a large color rectangle for color selection

Usage

```
wheelrgb(wloc, v, RY)
```

Arguments

wloc	output of locator
v	v, from hsv color scheme
RY	coordinates of meshgrid, output of VVwheel

Value

vector of colors

Author(s)

Jonathan M. Lees<jonathan.lees@unc.edu>

See Also

colwheel, VVwheel

whichbutt *Determines which button was selected in RPGM*

Description

Function to determine which button of the RPMG was selected during a graphics session.

Usage

```
whichbutt(v, buttons)
```

Arguments

v	list of x,y coordinates obtained from the locator() function
buttons	list of buttons set by the function rowBUTTONS

Details

whichbutt uses the geometry determined by rowButtons and a list of locator() points to return the buttons clicked on or, if none, 0.

Value

Returns a vector of indexes to buttons selected by the user. Buttons are numebred 1-N so if a click is not on a button, zero is returned.

Note

This function can be used to get interaction with predined buttons and non-button clicks using locator().

Author(s)

Jonathan M. Lees <jonathan.lees@unc.edu>

See Also

rowBUTTONS, locator

Examples

```
###################  initial plot
plot(c(0,1), c(0,1))
######  set buttons
mybutts = c("DONE", "REFRESH", "rainbow", "topo", "terrain", "CONT",
"XSEC","PS" )
colabs = rep(1, length=length(mybutts))
pchlabs = rep(0,length(mybutts))
######  set button geometry
```

```
buttons = rowBUTTONS(mybutts, col=colabs, pch=pchlabs)
########  user clicks on plot.  When locator finishes, whichbutt
########  determines which buttons were selected and returns the vector
L = locator()

K = whichbutt(L, buttons)
print(K)
```

---

writeCOMMENT *write Code Comments*

Description

Create a print out of comments for insertion in computer code. Used for separating important blocks of code with helpful, easy to find comments.

Usage

```
writeCOMMENT(temp, space = " ", letspace = "", MSUB = "0", prefix = "", suffix = "")
```

Arguments

temp	text string
space	space between words
letspace	space between letters
MSUB	text, substitute character, if this is "ALL", then each letter is substituted. default=NULL
prefix	prefix before the letters
suffix	suffix after the letters

Details

This is a function used for creating comments in computer code. Letters are a fixed height of 7 lines

Value

List	26 letters

Note

Code dumps to the screen, then you must paste in code. If sent in an email, spaces are not preserved. The letters are stored in the routine, these can be changed, but the constant (7 lines) common height should be preserved. Each letter should be one block.

Author(s)

Jonathan M. Lees<jonathan.lees@unc.edu>

Examples

```
 writeCOMMENT("GO TARHEELS", space="    ", letspace = "", MSUB="ALL", prefix="/*" , suffix="*/" )
   writeCOMMENT("START", space="      ", letspace = "", MSUB="ALL", prefix="#######" )
 writeCOMMENT("J M lees", space="      ", letspace = "", MSUB="0" )

 writeCOMMENT("J. M. Lees", space="      ", letspace = "", MSUB="0" )
 writeCOMMENT("J. M. Lees", space="      ", letspace = "", MSUB="." )

writeCOMMENT("J. M. Lees", space="      ", letspace = "" )
writeCOMMENT("J. M. Lees", space="---------", letspace = "" )

writeCOMMENT("J. M. Lees", space="      ", letspace = "", MSUB="ALL" )
writeCOMMENT("J_M_Lees", space="      ", letspace = "", MSUB="ALL" )




  writeCOMMENT("abcdefghi")
writeCOMMENT("jklmnop")

writeCOMMENT("qrstuvwxyz")
writeCOMMENT("1234567890")
writeCOMMENT("WHY?!.-+=_")
writeCOMMENT("2+2=4")
writeCOMMENT("e*exp(pi*i)=-1")
```

XPAND *Expand Bounds*

Description

Calculate an expanded bounding region based on a percent of the existing boundaries

Usage

```
XPAND(g, pct = 0.1)
```

Arguments

g	vector of values
pct	fractional percent to expand

Details

uses the range of the exising vector to estimate the expanded bound

Value

vector, new range

Author(s)

Jonathan M. Lees<jonathan.lees@unc.edu>

Examples

```
i = 5:10
exi = XPAND(i, pct = 0.1)
range(i)
range(exi)
```

XSECDEM *Cross Sections Using RPMG*

Description

This function Takes a Digital Elevation Map (or any surface) and illustrates how to take interactive cross sections with RPMG through the surface.

Usage

```
XSECDEM(Data, labs, demo=FALSE)
```

Arguments

Data	Structure with x, y, z components, typical of contoured surfaces or digital images
labs	Vector of labels for Buttons used in the RPMG
demo	Argument used to turn off interactive part. Default is FALSE, but for package construction is set to TRUE so no interaction is required.

Details

XSECDEM is an example stub illustrating the use of RPMG. The idea is to set up a while() loop that uses input from the locator() function to execute or analyze data depending on user defined buttons. Actions are executed when the button clicked matches the list of names provided by the user.

Value

No return values

Note

This code is designed as an example of how to set up a Really Poor Man's GUI. The demo argument is supplied so that this code will run without user input, as when creating a checks for package construction.

Author(s)

Jonathan M. Lees <jonathan.lees@unc.edu>

See Also

whichbutt, rowBUTTONS

Examples

```
data(volcano)
attr(volcano, 'dx') =10
attr(volcano, 'dy') =10
mybutts = c("DONE", "REFRESH", "rainbow", "topo", "terrain", "CONT",
"XSEC","PS" )
###  in the following change demo=FALSE to get interactive behavior
XSECDEM(volcano, mybutts, demo=TRUE)
```

---

xyztoi *Matrix Index to Vector index*

Description

Given ix, iy, iz index get I.

Usage

```
xyztoi(ix, iy,iz,nx, ny, nz)
```

Arguments

ix	index to col vector
iy	index to row vector
iz	index to (depth) layer vector
nx	number of blocks in x axis
ny	number of blocks in y axis
nz	number of blocks in z axis (layers)

Value

i	Index of matrix

Author(s)

Jonathan M. Lees<jonathan.lees.edu>

See Also

itoxyz

Examples

```
k = itoxyz(24, 6, 6, 1)
xyztoi(k$ix, k$iy, k$iz, 6, 6, 1)

nx = 20
ny = 20
nz = 40

k = itoxyz(2440, nx, ny, nz)
xyztoi(k$ix, k$iy, k$iz, nx, ny, nz )
```

---

ymarginfo *Get information on Y-margin for plotting*

Description

Get information on Y-margin for plotting

Usage

```
ymarginfo(SIDE = 1, s1 = 0.1, s2 = 0.8)
```

Arguments

SIDE	plotting side 1,2,3,4
s1	lower percent of margin to return
s2	upper percent of margin to return

Details

Function uses par to help determine how to plot objects in the margins.

Value

vector c(a, b) giving coordinates in margin worth plotting.

Author(s)

Jonathan M. Lees<jonathan.lees.edu>

See Also

par

Examples

```
plot(c(0,1), c(0,1), type='n')
s1=0.4
s2=0.95
ym = ymarginfo(SIDE=1, s1=s1, s2=s2)
```

Index