

# Package ‘Rsgf’

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**Title** SGF (Smart Game File) File Format Import

**Version** 1.0.0

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**Author** Brad Cable

**Maintainer** Brad Cable <brad@bcable.net>

**Description** Import SGF (Smart Game File) into R.

**Imports** ggplot2, methods, png, stringi, stringr, utils

**License** MIT + file LICENSE

**NeedsCompilation** no

**Repository** CRAN

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Rsgf	<i>R package that imports SGF (Smart Game File). Used for Go and other board games</i>
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## Description

Imports SGF (Smart Game File)

## Usage

```
loadSGF(filename, game.number=1)
playerCard(player_names, sgf_paths)
boardHeatMap(data)
getColorPalette(count)
SGFGame(moves)
```

**Arguments**

filename	Path to SGF filename
game.number	Value to return for Game.Number, useful for multiple game loading into the same data.frame
player_names	Player name (or player names as vector) to return results for
sgf_paths	Path to SGFs or directories that contain SGFs (or paths as vector)
data	Aggregate data.frame with X, Y, and Count columns representing the Go/Baduk board
moves	moves returned by playerCard()
count	count of graded levels for getColorPalette()

**Value**

loadSGF() returns a data.frame playerCard() returns a data.frame boardHeatMap() returns a ggplot2 graphics object getColorPalette() returns a list of colors based on the count provided for the default Rsgf Go theme SGFGame() returns an RC/S4 object

**Author(s)**

Brad Cable

**Examples**

```
# loading lots of SGFs
library(Rsgf)
test_data_dir <- system.file("sgf", package="Rsgf")
player_data <- Rsgf::playerCard("Honinbo Shusaku", test_data_dir)

# Simple aggregation for heatmap:
agg_games <- aggregate(Game.Number ~ x + y, data=player_data, FUN=length)
names(agg_games) <- c("x", "y", "Count")
agg_games$Count <- as.factor(agg_games$Count)

# Graph heatmap
Rsgf::boardHeatMap(agg_games)

# Extended Player Card and Heatmap Examples
# https://bcable.net/analysis-Rsgf\_period\_cards.html
# https://bcable.net/analysis-Rsgf\_moves\_anim.html
# https://bcable.net/analysis-Rsgf\_player\_card.html
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