

Package ‘tinter’

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Title Generate a Monochromatic Palette

Version 0.1.0

Description Generate a palette of tints, shades or both from a single colour.

URL <https://github.com/poissonconsulting/tinter>

BugReports <https://github.com/poissonconsulting/tinter/issues>

Depends R (>= 3.4)

Imports chk, grDevices

Suggests graphics, covr, testthat

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Encoding UTF-8

LazyData true

RoxygenNote 7.1.0

Language en-US

NeedsCompilation no

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chk_color	<i>Check Color String</i>
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Description

Checks that `x` is a string (non-missing character vector of length 1) that specifies a color.

`chk_color` checks if a color string.

`chk_colour` checks if a color string.

Usage

```
chk_color(x, x_name = NULL)
```

```
chk_colour(x, x_name = NULL)
```

Arguments

<code>x</code>	The object to check.
<code>x_name</code>	A string of the name of object <code>x</code> or <code>NULL</code> .

Value

`NULL`, invisibly. Called for the side effect of throwing an error if the condition is not met.

Functions

- `chk_color`: Check Color String Object
- `chk_colour`: Check Color String Object

See Also

[vld_color\(\)](#)

Examples

```
# chk_color
chk_color("blue")
try(chk_color("glue"))

# chk_colour
chk_colour("blue")
try(chk_colour("glue"))
```

darken	<i>Darken colour.</i>
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Description

Darken colour.

Usage

```
darken(x, amount)
```

Arguments

x	A vector of strings of colours in any format accepted by <code>grDevices::col2rgb()</code> .
amount	A number from 0 to 1.

Value

A vector of modified colours.

Examples

```
darken(tinter("blue"), 0.2)
```

lighten	<i>Lighten colour.</i>
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Description

Lighten colour.

Usage

```
lighten(x, amount)
```

Arguments

x	A vector of strings of colours in any format accepted by <code>grDevices::col2rgb()</code> .
amount	A number from 0 to 1.

Value

A vector of modified colours.

Examples

```
lighten(tinter("blue"), 0.2)
```

tinter	<i>Generate shades, tints or both from a colour.</i>
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Description

Generate shades, tints or both from a colour.

Usage

```
tinter(x, steps = 5, crop = 1, direction = "both", adjust = 0)
```

Arguments

x	A string of a colour in any format accepted by <code>grDevices::col2rgb()</code> .
steps	An integer indicating how many shades/tints to generate (excluding x).
crop	An integer indicating how many extreme colours to remove (e.g. <code>crop = 1</code> eliminates 'black' and 'white').
direction	A string indicating whether to include 'tints', 'shades' or 'both'.
adjust	A number between -1 and 1. Values between 0 and -1 increasingly darken colour; values between 0 and 1 increasingly lighten colour.

Value

A vector of colours.

Examples

```
tinter("blue")
tinter("#fa6a5c", steps = 10, crop = 3)
tinter("#fa6a5c", direction = "tints")
```

vld_color	<i>Validate Color String</i>
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Description

Validates whether x is a string (non-missing character vector of length 1) that specifies a color.

Usage

```
vld_color(x)
```

```
vld_colour(x)
```

Arguments

x The object to check.

Value

A flag indicating whether the object was validated.

Functions

- `vld_color`: Validate Color String
- `vld_colour`: Validate Colour String

See Also

[chk_color\(\)](#)

Examples

```
# vld_color
vld_color("blue")
vld_color("glue")

# vld_colour
vld_colour("blue")
vld_colour("glue")
```

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