

# Package ‘wheatmap’

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**Type** Package

**Title** Incrementally Build Complex Plots using Natural Semantics

**Version** 0.2.0

**URL** <https://github.com/zwdzwd/wheatmap>

**BugReports** <https://github.com/zwdzwd/wheatmap/issues>

**Description** Builds complex plots, heatmaps in particular, using natural semantics. Bigger plots can be assembled using directives such as 'LeftOf', 'RightOf', 'TopOf', and 'Beneath' and more. Other features include clustering, dendrograms and integration with 'ggplot2' generated grid objects. This package is particularly designed for bioinformaticians to assemble complex plots for publication.

**License** GPL-3

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**Imports** grid, stats, colorspace, RColorBrewer

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**VignetteBuilder** knitr

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---

<code>+.WObject</code>	<i>merge plotting objects</i>
------------------------	-------------------------------

---

**Description**

merge plotting objects

**Usage**

```
## S3 method for class 'WObject'
group + p
```

**Arguments**

<code>group</code>	a WGroup or a plotting object
<code>p</code>	a new plotting object

**Value**

a WGroup

---

<code>AddWGroup</code>	<i>Add a plotting object to a group</i>
------------------------	---

---

**Description**

The object to be added are in the same coordinate system as the group.

**Usage**

```
AddWGroup(group.obj, new.obj)
```

**Arguments**

<code>group.obj</code>	WGroup object to be added to
<code>new.obj</code>	plotting object to be added

**Value**

a WGroup object where new.obj is added.

---

Beneath

*Beneath*

---

### Description

Generate dimension beneath another object

### Usage

```
Beneath(  
  x = NULL,  
  height = NULL,  
  pad = 0.01,  
  min.ratio = 0.02,  
  h.aln = NULL,  
  v.scale = NULL,  
  v.scale.proportional = FALSE  
)
```

### Arguments

<code>x</code>	an object with dimension
<code>height</code>	the height of the new object (when NULL set proportional to the data)
<code>pad</code>	padding between the target and current
<code>min.ratio</code>	minimum ratio of dimensions when auto-scale
<code>h.aln</code>	object for horizontal alignment (when NULL, set to x)
<code>v.scale</code>	object for vertical scaling (when NULL, set to x)
<code>v.scale.proportional</code>	when <code>v.scale</code> is provided, whether to make proportional to data

### Value

a dimension generator beneath x

### Examples

```
WHeatmap(matrix(rnorm(2000),nrow=40)) +  
  WColorBarH(1:20, cmp=CMPar(), continuous=FALSE, Beneath())
```

---

both.cluster	<i>row- and column-cluster a matrix</i>
--------------	---

---

**Description**

row- and column-cluster a matrix

**Usage**

```
both.cluster(
  mat,
  extra.row = NULL,
  extra.column = NULL,
  hc.method = "ward.D2",
  dist.method = "euclidean"
)
```

**Arguments**

mat	input matrix
extra.row	extra row reordering
extra.column	extra column reordering
hc.method	method to use in hclust
dist.method	method to use in dist

**Value**

a list of clustered row, column and matrix

**Examples**

```
WHeatmap(both.cluster(matrix(rnorm(100),nrow=10))$mat)
```

---

BottomLeftOf	<i>Bottom left of</i>
--------------	-----------------------

---

**Description**

Place a new object to the bottom left corner of another.

**Usage**

```
BottomLeftOf(x = NULL, just = c("right", "bottom"), v.pad = 0, h.pad = 0)
```

**Arguments**

x	target object, either a name, a object or NULL which refers to the last plotting object
just	the part from the new object that should be attached to
v.pad	vertical translational padding [0.0]
h.pad	horizontal translational padding [0.0]

**Value**

a WDimGenerator

**Examples**

```
WHeatmap(matrix(rnorm(2000),nrow=40)) +
  WHeatmap(matrix(c(rnorm(100)+1,rnorm(100)), nrow=10),
    cmp=CMPar(brewer.name = 'RdGy'), BottomLeftOf(just=c('right','top'))))

WHeatmap(matrix(rnorm(2000),nrow=40)) +
  WHeatmap(matrix(c(rnorm(100)+1,rnorm(100)), nrow=10),
    cmp=CMPar(brewer.name = 'RdGy'), BottomLeftOf(just=c('right','bottom'))))

WHeatmap(matrix(rnorm(2000),nrow=40)) +
  WHeatmap(matrix(c(rnorm(100)+1,rnorm(100)), nrow=10),
    cmp=CMPar(brewer.name = 'RdGy'), BottomLeftOf(just=c('left','bottom'))))
```

---

BottomRightOf

*Bottom right of*


---

**Description**

Place a new object to the bottom right corner of another.

**Usage**

```
BottomRightOf(x = NULL, just = c("left", "bottom"), v.pad = 0, h.pad = 0)
```

**Arguments**

x	target object, either a name, a object or NULL which refers to the last plotting object
just	the part from the new object that should be attached to
v.pad	vertical translational padding [0.0]
h.pad	horizontal translational padding [0.0]

**Value**

a WDimGenerator

**Examples**

```

WHeatmap(matrix(rnorm(2000),nrow=40)) +
  WHeatmap(matrix(c(rnorm(100)+1,rnorm(100)), nrow=10),
    cmp=CMPar(brewer.name = 'RdGy'), BottomRightOf(just=c('left','top')))

WHeatmap(matrix(rnorm(2000),nrow=40)) +
  WHeatmap(matrix(c(rnorm(100)+1,rnorm(100)), nrow=10),
    cmp=CMPar(brewer.name = 'RdGy'), BottomRightOf(just=c('left','bottom')))

WHeatmap(matrix(rnorm(2000),nrow=40)) +
  WHeatmap(matrix(c(rnorm(100)+1,rnorm(100)), nrow=10),
    cmp=CMPar(brewer.name = 'RdGy'), BottomRightOf(just=c('right','bottom')))

```

---

CalcTextBounding	<i>Calculate Text Bounding</i>
------------------	--------------------------------

---

**Description**

Calculate bounding box including texts.

**Usage**

```
CalcTextBounding(x, ...)
```

**Arguments**

x	object
...	extra options

**Details**

W.R.T lower left corner of the view port in the unit of points

---

CalcTextBounding.WHeatmap	<i>Calculate Texting Bounding for WHeatmap</i>
---------------------------	--

---

**Description**

Calculate Texting Bounding for WHeatmap

**Usage**

```
## S3 method for class 'WHeatmap'
CalcTextBounding(hm, group)
```

**Arguments**

hm                    an object of class WHeatmap  
 group                an object of class WGroup

**Value**

an object of class WDim in coordinate points

---

 CMPar

*Color Map Parameters*


---

**Description**

Create color map parameters

**Usage**

```
CMPar(
  dmin = NULL,
  dmax = NULL,
  brewer.name = NULL,
  brewer.n = 3,
  colorspace.name = NULL,
  colorspace.n = 2,
  cmap = NULL,
  label2color = NULL,
  use.data = FALSE,
  stop.points = NULL,
  na.color = "#C0C0C0",
  rev = FALSE,
  grey.scale = FALSE
)
```

**Arguments**

dmin                minimum for continuous color map  
 dmax                maximum for continuous color map  
 brewer.name        palette name for RColorbrewer  
 brewer.n            number of stop points in RColorBrewer for continuous color map  
 colorspace.name    colorspace name  
 colorspace.n        number of stops in colorspace palettes  
 cmap                customized colormap name  
 label2color        a named vector or list that defines label to color mapping explicitly for discrete color mapping

use.data	use data as color, data must be either common color names or hexadecimal color names
stop.points	custome stop points
na.color	color for NA
rev	reverse stop points
grey.scale	whether to use grey scale

**Value**

an object of class CMPar

**Examples**

```
WHeatmap(matrix(rnorm(2000),nrow=40)) +
  WColorBarV(1:20, cmp=CMPar(brewer.name = 'RdBu'), RightOf())
```

---

ColorMap

*Constructor for ColoMap object*

---

**Description**

Create color maps

**Usage**

```
ColorMap(
  continuous = TRUE,
  colors = NULL,
  dmin = NULL,
  dmax = NULL,
  scaler = NULL,
  mapper = NULL
)
```

**Arguments**

continuous	whether colormap is continuous
colors	colors for each data point
dmin	mimumum in continuous color map
dmax	maximum in continuous color map
scaler	scaler function from data range to 0-1
mapper	function that maps data to color

**Value**

an object of class ColorMap

column.cluster      *column cluster a matrix*

---

**Description**

column cluster a matrix

**Usage**

```
column.cluster(mat, ..., hc.method = "ward.D2", dist.method = "euclidean")
```

**Arguments**

mat	input matrix
...	extra color bars or matrix that needs column reordered
hc.method	method to use in hclust
dist.method	method to use in dist

**Value**

a list of clustered row, column and matrix

**Examples**

```
WHeatmap(column.cluster(matrix(rnorm(100),nrow=10))$mat)
```

---

darkjet.stops      *darker jet color stops*

---

**Description**

darker jet color stops

**Usage**

```
darkjet.stops
```

**Format**

An object of class character of length 6.

---

FromAffine	<i>Convert from affine coordinates to absolute coordinates</i>
------------	--

---

**Description**

Convert from affine coordinates to absolute coordinates

**Usage**

```
FromAffine(dm.affine, dm.sys)
```

**Arguments**

dm.affine	dimension on affine coordinates (relative coordinates)
dm.sys	dimension of the affine system

**Value**

dimension on the same coordinate system

---

getdim	<i>Get dimensions</i>
--------	-----------------------

---

**Description**

Get dimensions

**Usage**

```
getdim(x)
```

**Arguments**

x	WDim object or a plotting object
---	----------------------------------

**Value**

vector of dimensions

---

grid.dendrogram	<i>Draw dendrogram under grid system</i>
-----------------	--

---

## Description

The dendrogram can be rendered. A viewport is created which contains the dendrogram.

## Usage

```
grid.dendrogram(
  dend,
  facing = c("bottom", "top", "left", "right"),
  max_height = NULL,
  order = c("normal", "reverse"),
  ...
)
```

## Arguments

dend	a stats::dendrogram object.
facing	facing of the dendrogram.
max_height	maximum height of the dendrogram.
order	order
...	additional options

## Details

-order should leaves of dendrogram be put in the normal order (1, ..., n) or reverse order (n, ..., 1)?  
 -... pass to 'grid::viewport' which contains the dendrogram.

This function only plots the dendrogram without adding labels. The leaves of the dendrogram locates at `unit(c(0.5, 1.5, ... (n-0.5))/n, "npc")`.

## Value

view port that plots dendrogram

---

GroupCheckNameUnique    *Check whether group names are unique*

---

**Description**

Check whether group names are unique

**Usage**

```
GroupCheckNameUnique(group.obj)
```

**Arguments**

group.obj        a WGroup

**Value**

TRUE or FALSE

---

GroupDeepGet        *Get an plotting object from a group's descendants*

---

**Description**

Get an plotting object from a group's descendants

**Usage**

```
GroupDeepGet(x, nm, force.unique = TRUE)
```

**Arguments**

x                a WGroup object

nm               name

force.unique    assume the name is unique in the descendants and get one object instead of a list

**Value**

if 'force.unique==FALSE' return a list. Otherwise, one plotting object.

---

jet.stops	<i>jet color stops</i>
-----------	------------------------

---

**Description**

jet color stops

**Usage**

jet.stops

**Format**

An object of class character of length 75.

---

LeftOf	<i>LeftOf</i>
--------	---------------

---

**Description**

Generate dimension to the left of another object

**Usage**

```
LeftOf(
  x = NULL,
  width = NULL,
  pad = 0.01,
  min.ratio = 0.02,
  v.aln = NULL,
  h.scale = NULL,
  h.scale.proportional = FALSE
)
```

**Arguments**

x	an object with dimension
width	the width of the new object (when NULL, set proportional to data)
pad	padding between the target and current
min.ratio	minimum ratio of dimensions when auto-scale
v.aln	object for vertical alignment (when NULL, set to x)
h.scale	object for horizontal scaling (when NULL, set to x)
h.scale.proportional	when h.scale is provided, whether to make proportional to data



**Value**

an object of ColorMap

**Examples**

```
barplot(1:10, col=MapToContinuousColors(1:10)$colors)
barplot(1:20, col=MapToContinuousColors(c(1:10,10:1))$colors)
```

---

MapToDiscreteColors     *map data to discrete color*

---

**Description**

map data to discrete color

**Usage**

```
MapToDiscreteColors(data, cmp = CMPar(), given.cm = NULL)
```

**Arguments**

data	numeric vector
cmp	an color map parameter object of class CMPar
given.cm	given color map

**Value**

an object of ColorMap

**Examples**

```
pie(rep(1,6), col=MapToDiscreteColors(c(1:3,10:13))$colors)
```

---

print.WDendrogram     *print a dendrogram*

---

**Description**

print a dendrogram

**Usage**

```
## S3 method for class 'WDendrogram'
print(x, stand.alone = TRUE, layout.only = FALSE, cex = 1, ...)
```

**Arguments**

<code>x</code>	a dendrogram
<code>stand.alone</code>	plot is stand alone
<code>layout.only</code>	plot layout only
<code>cex</code>	factor to scaling texts
<code>...</code>	additional options (ignored)

**Value**

view port that contains the plotted dendrogram

**Examples**

```
WDendrogram(column.cluster(matrix(1:24,nrow=4))$column.clust)
```

---

`print.WGenerator`      *print a WGenerator*

---

**Description**

This calls `WGenerator` and creates a `WGroup` to enclose the produced object.

**Usage**

```
## S3 method for class 'WGenerator'  
print(x, ...)
```

**Arguments**

<code>x</code>	a <code>WGenerator</code> object
<code>...</code>	additional options

**Value**

the `WGroup` containing the plotting object

---

<code>print.WGG</code>	<i>plot WGG object</i>
------------------------	------------------------

---

**Description**

plot WGG object

**Usage**

```
## S3 method for class 'WGG'
print(x, cex = 1, layout.only = FALSE, stand.alone = TRUE, ...)
```

**Arguments**

<code>x</code>	WGG
<code>cex</code>	scaling factor for text
<code>layout.only</code>	plot layout
<code>stand.alone</code>	produce a stand.alone plot
<code>...</code>	extra options

**Value**

printed ggobj object

---

<code>print.WGrob</code>	<i>plot WGrob object</i>
--------------------------	--------------------------

---

**Description**

plot WGrob object

**Usage**

```
## S3 method for class 'WGrob'
print(x, cex = 1, layout.only = FALSE, stand.alone = TRUE, ...)
```

**Arguments**

<code>x</code>	WGrob
<code>cex</code>	scaling factor for text
<code>layout.only</code>	plot layout
<code>stand.alone</code>	produce a stand.alone plot
<code>...</code>	extra options

---

print.WGroup	<i>Draw WGroup</i>
--------------	--------------------

---

**Description**

Draw WGroup

**Usage**

```
## S3 method for class 'WGroup'
print(x, stand.alone = TRUE, cex = 1, layout.only = FALSE, ...)
```

**Arguments**

x	a WGroup
stand.alone	to plot stand alone
cex	factor for scaling fonts
layout.only	to plot layout only
...	additional options

---

print.WHeatmap	<i>plot WHeatmap</i>
----------------	----------------------

---

**Description**

plot WHeatmap

**Usage**

```
## S3 method for class 'WHeatmap'
print(x, cex = 1, layout.only = FALSE, stand.alone = TRUE, ...)
```

**Arguments**

x	a WHeatmap
cex	factor to scaling texts
layout.only	plot layout only
stand.alone	plot is stand alone
...	additional options

**Value**

NULL

**Examples**

```
print(WHeatmap(matrix(1:12, nrow=2)))
```

---

```
print.WLabel
```

```
print WLabel
```

---

**Description**

print WLabel

**Usage**

```
## S3 method for class 'WLabel'
print(x, cex = 1, layout.only = FALSE, stand.alone = TRUE, ...)
```

**Arguments**

x	a WLabel object
cex	factor to scale text
layout.only	plot layout only
stand.alone	plot label stand alone
...	additional options

**Examples**

```
print(WLabel("This is a label."))
```

---

```
print.WRect
```

```
print WRect
```

---

**Description**

print WRect

**Usage**

```
## S3 method for class 'WRect'
print(x, cex = 1, layout.only = FALSE, stand.alone = TRUE, ...)
```

**Arguments**

x	a WRect object
cex	factor for scaling text
layout.only	print layout only
stand.alone	plot WRect standalone
...	additional options

**Value**

the WRect object

---

Resolve	<i>Resolve name to object</i>
---------	-------------------------------

---

**Description**

Resolve name to object

**Usage**

```
Resolve(x, ...)
```

**Arguments**

x	the target
...	extra options

---

RightOf	<i>RightOf</i>
---------	----------------

---

**Description**

Generate dimension to the right of another object

**Usage**

```
RightOf(
  x = NULL,
  width = NULL,
  pad = 0.01,
  min.ratio = 0.02,
  v.aln = NULL,
  h.scale = NULL,
  h.scale.proportional = FALSE
)
```

**Arguments**

<code>x</code>	an object with dimension
<code>width</code>	the width of the new object (when NULL, set proportional to data)
<code>pad</code>	padding between the target and current
<code>min.ratio</code>	minimum ratio of dimensions when auto-scale
<code>v.aln</code>	object for vertical alignment (when NULL, set to x)
<code>h.scale</code>	object for horizontal scaling (when NULL, set to x)
<code>h.scale.proportional</code>	when <code>h.scale</code> is provided, whether to make proportional to data

**Value**

a dimension to the right of `x`

**Examples**

```
WHeatmap(matrix(rnorm(2000),nrow=40)) +
  WColorBarV(1:20, cmp=CMPar(), continuous=FALSE, RightOf())
```

---

`row.cluster`

*row cluster a matrix*

---

**Description**

row cluster a matrix

**Usage**

```
row.cluster(mat, ..., hc.method = "ward.D2", dist.method = "euclidean")
```

**Arguments**

<code>mat</code>	input matrix
<code>...</code>	extra color bars or matrix that needs row reordered.
<code>hc.method</code>	method to use in <code>hclust</code>
<code>dist.method</code>	method to use in <code>dist</code>

**Value**

a list of clustered row, column and matrix

**Examples**

```
WHeatmap(row.cluster(matrix(rnorm(100),nrow=10))$mat)
```

---

ScaleGroup	<i>Scale group</i>
------------	--------------------

---

**Description**

Scale group to incorporate text on margins

**Usage**

```
ScaleGroup(group.obj)
```

**Arguments**

group.obj	group object that needs to be scaled
-----------	--------------------------------------

**Value**

scaled group obj

---

ToAffine	<i>Convert from absolute coordinates to affine coordinates</i>
----------	--

---

**Description**

Convert from absolute coordinates to affine coordinates

**Usage**

```
ToAffine(dm, dm.sys)
```

**Arguments**

dm	dimension on the same coordinate system as the affine system (absolute coordinates)
dm.sys	dimension of the affine system

**Value**

dimension on affine coordinates (relative coordinates)

---

 TopLeftOf

*Top left of*


---

**Description**

Place a new object to the top left corner of another.

**Usage**

```
TopLeftOf(x = NULL, just = c("right", "bottom"), v.pad = 0, h.pad = 0)
```

**Arguments**

x	target object, either a name, a object or NULL which refers to the last plotting object
just	the part from the new object that should be attached to
v.pad	vertical translational padding [0.0]
h.pad	horizontal translational padding [0.0]

**Value**

a WDimGenerator

**Examples**

```
WHeatmap(matrix(rnorm(2000),nrow=40)) +
  WHeatmap(matrix(c(rnorm(100)+1,rnorm(100)), nrow=10),
    cmp=CMPar(brewer.name = 'RdGy'), TopLeftOf(just=c('right','bottom'))))

WHeatmap(matrix(rnorm(2000),nrow=40)) +
  WHeatmap(matrix(c(rnorm(100)+1,rnorm(100)), nrow=10),
    cmp=CMPar(brewer.name = 'RdGy'), TopLeftOf(just=c('right','top'))))

WHeatmap(matrix(rnorm(2000),nrow=40)) +
  WHeatmap(matrix(c(rnorm(100)+1,rnorm(100)), nrow=10),
    cmp=CMPar(brewer.name = 'RdGy'), TopLeftOf(just=c('left','top'))))
```

---

 TopOf

*Top of*


---

**Description**

Generate dimension top of another object

**Usage**

```
TopOf(
  x = NULL,
  height = NULL,
  pad = 0.01,
  min.ratio = 0.02,
  h.aln = NULL,
  v.scale = NULL,
  v.scale.proportional = FALSE
)
```

**Arguments**

<code>x</code>	an object with dimension
<code>height</code>	the height of the new object (when NULL, set to proportional to data)
<code>pad</code>	padding between the target and current
<code>min.ratio</code>	minimum ratio of dimensions when auto-scale
<code>h.aln</code>	object for horizontal alignment (when NULL, set to x)
<code>v.scale</code>	object for vertical scaling (when NULL, set to x)
<code>v.scale.proportional</code>	when <code>v.scale</code> is provided, whether to make proportional to data

**Value**

a dimension generator on top of x

**Examples**

```
WHeatmap(matrix(rnorm(2000),nrow=40)) +
  WColorBarH(1:20, cmp=CMPar(), continuous=FALSE, TopOf())
```

---

TopRightOf

*Top right of*


---

**Description**

Place a new object to the top right corner of another.

**Usage**

```
TopRightOf(x = NULL, just = c("left", "bottom"), v.pad = 0, h.pad = 0)
```

**Arguments**

x	target object, either a name, a object or NULL which refers to the last plotting object
just	the part from the new object that should be attached to
v.pad	vertical translational padding [0.0]
h.pad	horizontal translational padding [0.0]

**Value**

a WDimGenerator

**Examples**

```
WHeatmap(matrix(rnorm(2000),nrow=40)) +
  WHeatmap(matrix(c(rnorm(100)+1,rnorm(100)), nrow=10),
    cmp=CMPar(brewer.name = 'RdGy'), TopRightOf(just=c('left','bottom'))))

WHeatmap(matrix(rnorm(2000),nrow=40)) +
  WHeatmap(matrix(c(rnorm(100)+1,rnorm(100)), nrow=10),
    cmp=CMPar(brewer.name = 'RdGy'), TopRightOf(just=c('right','top'))))

WHeatmap(matrix(rnorm(2000),nrow=40)) +
  WHeatmap(matrix(c(rnorm(100)+1,rnorm(100)), nrow=10),
    cmp=CMPar(brewer.name = 'RdGy'), TopRightOf(just=c('left','top'))))
```

---

WColorBarH

*WColorBarH*


---

**Description**

a horizontal color bar

**Usage**

```
WColorBarH(
  data,
  ...,
  label = NULL,
  label.side = "r",
  label.fontsize = 12,
  label.pad = 0.005,
  label.space = 0.05,
  label.use.data = FALSE
)
```

**Arguments**

<code>data</code>	numeric vector
<code>...</code>	additional options to WHeatmap
<code>label</code>	colorbar label
<code>label.side</code>	l (for left) or r (for right)
<code>label.fontsize</code>	label font size
<code>label.pad</code>	label padding
<code>label.space</code>	when <code>label.use.data</code> , the space between labels
<code>label.use.data</code>	use data to show legend in situ

**Value**

an object of class `WColorBarH`

**Examples**

```
WColorBarH(matrix(1:50))
```

---

`WColorBarV`

*WColorBarV*

---

**Description**

a vertical color bar

**Usage**

```
WColorBarV(
  data,
  ...,
  label = NULL,
  label.side = "t",
  label.fontsize = 12,
  label.pad = 0.005,
  label.space = 0.05,
  label.use.data = FALSE
)
```

**Arguments**

<code>data</code>	numeric vector
<code>...</code>	additional options to WHeatmap
<code>label</code>	colorbar label
<code>label.side</code>	t (for top) or b (for bottom)

`label.fontsize` label font size  
`label.pad` label padding  
`label.space` when `label.use.data`, the space between labels  
`label.use.data` use data to show legend in situ

**Value**

an object of class `WColorBarV`

**Examples**

```
WColorBarV(matrix(50:1))
```

---

WColumnBind	<i>column bind non-overlapping objects</i>
-------------	--

---

**Description**

column bind non-overlapping objects

**Usage**

```
WColumnBind(..., nr = NULL, nc = NULL)
```

**Arguments**

`...` plotting objects  
`nr` number of rows  
`nc` number of columns

**Value**

an object of class `WDim`

**Examples**

```

WHeatmap(matrix(rnorm(2000),nrow=40),name='a') +
  WHeatmap(matrix(rnorm(30), nrow=3), RightOf(),name='b') +
  WColorBarH(1:10, TopOf(WColumnBind('a','b')))
  
```

---

WCustomize	<i>Customize an existing plot</i>
------------	-----------------------------------

---

**Description**

Customize an existing plot

**Usage**

```
WCustomize(  
  mar.left = NULL,  
  mar.right = NULL,  
  mar.top = NULL,  
  mar.bottom = NULL,  
  mar = NULL  
)
```

**Arguments**

<code>mar.left</code>	left margin [0.03]
<code>mar.right</code>	right margin [0.03]
<code>mar.top</code>	top margin [0.03]
<code>mar.bottom</code>	bottom margin [0.03]
<code>mar</code>	margin in all directions [0.03]

**Value**

an object of class `WCustomize`

**Examples**

```
WHeatmap(matrix(c('fred','frank','brad',  
                  'frank','fred','frank'), ncol=2)) +  
  WLegendV(NULL, RightOf(), label.fontsize = 20) +  
  WCustomize(mar.right=0.1)
```

WDendrogram

*WDendrogram class*

---

**Description**

WDendrogram class

**Usage**

```
WDendrogram(  
  clust = NULL,  
  dm = WDim(0, 0, 1, 1),  
  name = "",  
  facing = c("bottom", "top", "left", "right")  
)
```

**Arguments**

clust	hclust object
dm	plotting dimension
name	name of the dendrogram plot
facing	direction of the dendrogram plot

**Value**

an object of class WDendrogram

**Examples**

```
WDendrogram(column.cluster(matrix(1:24,nrow=4))$column.clust)
```

---

WDim*class WDim*

---

**Description**

class WDim

**Usage**

```
WDim(
  left = 0,
  bottom = 0,
  width = 1,
  height = 1,
  nr = 1,
  nc = 1,
  text.x = 0,
  text.y = 0,
  text.just = c("center", "center"),
  column.split = NULL,
  row.split = NULL
)
```

**Arguments**

left	left coordinate
bottom	bottom coordinate
width	width
height	height
nr	number of row
nc	number of column
text.x	x anchor for text
text.y	y anchor for text
text.just	just for text
column.split	a list of WDim objects for column split
row.split	a list of WDim objects for row split

**Value**

a WDim object

---

WGG

*WGG object form ggplot with coordinates*


---

**Description**

WGG object form ggplot with coordinates

**Usage**

```
WGG(ggobj, dm = NULL, name = "")
```

**Arguments**

ggobj	ggplot plotting object
dm	dimension
name	name

**Value**

WGG object

---

WGrob	<i>WGrob object plot from a gList of grob objects</i>
-------	---

---

**Description**

WGrob object plot from a gList of grob objects

**Usage**

```
WGrob(glist, dm = NULL, name = "")
```

**Arguments**

glist	gList object
dm	dimension
name	name

**Value**

WGrob object

---

WGroup	<i>Construct a WGroup</i>
--------	---------------------------

---

**Description**

Construct a WGroup

**Usage**

```
WGroup(
  ...,
  name = "",
  group.dm = NULL,
  group.from.member = FALSE,
  mar = WMar(),
  affine = FALSE,
  nr = NULL,
  nc = NULL
)
```

**Arguments**

...	plotting objects to be grouped
name	name of the group
group.dm	group dimension, by default use the dm of the merge of members
group.from.member	group merged from member coordinates (require affine == FALSE), the supplied group.dm is ignored
mar	a WMar object
affine	whether the group members are on affine coordinates already
nr	number of rows
nc	number of columns

**Value**

a WGroup object

---

WHeatmap

*WHeatmap object*


---

**Description**

Create a heatmap

**Usage**

```
WHeatmap(
  data = NULL,
  dm = NULL,
  name = "",
  continuous = NULL,
  cmp = NULL,
  cm = NULL,
```

```

xticklabels = NULL,
xticklabels.n = NULL,
xticklabel.side = "b",
xticklabel.fontsize = 12,
xticklabel.rotat = 90,
xticklabel.pad = 0.005,
xticklabel.space = 0.05,
xticklabel.use.data = FALSE,
yticklabels = NULL,
yticklabels.n = NULL,
yticklabel.side = "l",
yticklabel.fontsize = 12,
yticklabel.rotat = 0,
yticklabel.pad = 0.005,
yticklabel.space = 0.05,
yticklabel.use.data = FALSE,
sub.name = NULL,
bbox = FALSE,
gp = NULL
)

```

### Arguments

<code>data</code>	data matrix
<code>dm</code>	plotting dimension (a <code>WDim</code> or a <code>WDimGenerator</code> object)
<code>name</code>	name of the plot
<code>continuous</code>	whether the data should be treated as continuous or discrete
<code>cmp</code>	a <code>CMP</code> object, for tuning color mapping parameters
<code>cm</code>	a given color map
<code>xticklabels</code>	to plot xtick labels, one may supply characters to plot just a subset of xtick labels
<code>xticklabels.n</code>	number of xtick labels to plot (resample for aesthetics by default)
<code>xticklabel.side</code>	xticklabel side (t or b)
<code>xticklabel.fontsize</code>	xticklabel font size
<code>xticklabel.rotat</code>	xticklabel rotation
<code>xticklabel.pad</code>	padding between xticklabel and x-axis
<code>xticklabel.space</code>	xticklabel space
<code>xticklabel.use.data</code>	use data to label x-axis (most likely used by colorbar)
<code>yticklabels</code>	to plot ytick labels, one may supply characters to plot just a subset of ytick labels
<code>yticklabels.n</code>	number of ytick labels to plot (resample for aesthetics by default)

<code>yticklabel.side</code>	yticklabel side (l or r)
<code>yticklabel.fontsize</code>	yticklabel font size
<code>yticklabel.rotat</code>	yticklabel rotation
<code>yticklabel.pad</code>	padding between yticklabel and y-axis
<code>yticklabel.space</code>	yticklabel space
<code>yticklabel.use.data</code>	use data to label y-axis (most likely used by colorbar)
<code>sub.name</code>	subclass name
<code>bbox</code>	whether to plot the boundary box (useful with white matrix elements)
<code>gp</code>	a list of graphical parameters

**Value**

one or a list of heatmaps (depends on whether dimension is split)

**Examples**

```

WHeatmap(matrix(1:10, nrow=2), cmp=CMPar(brewer.name='Greens'))

WHeatmap(matrix(1:12, nrow=2), cmp=CMPar(brewer.name='Greens'), name='a') +
  WHeatmap(matrix(1:6, nrow=1), Beneath(pad=0.05), cmp=CMPar(brewer.name='Set2'), name='b') +
  WHeatmap(matrix(c(1:30, 30:1), nrow=5), Beneath(pad=0.05), 'c', cmp=CMPar(cmap='jet')) +
  WHeatmap(matrix(1:24, nrow=4), RightOf('c'), 'd', cmp=CMPar(brewer.name='Set1')) +
  WLegendV('c', LeftOf('c', pad=0.01), yticklabel.side='l') +
  WLegendV('b', RightOf('b', width=0.1)) +
  WLegendV('a', RightOf('a')) +
  WHeatmap(matrix(1:100, nrow=10), RightOf('d'), cmp=CMPar(brewer.name='RdYlGn')) +
  WColorBarH(matrix(5:1), TopOf(), cmp=CMPar(colorspace.name = 'diverge_hcl')) +
  WColorBarH(matrix(50:1), TopOf(), cmp=CMPar(colorspace.name = 'terrain_hcl')) +
  WColorBarH(matrix(1:8), TopOf(), cmp=CMPar(colorspace.name = 'sequential_hcl')) +
  WColorBarH(matrix(1:8), TopOf(), cmp=CMPar(brewer.name = 'YlOrRd'))

## One could use %>% too, in combination with magrittr's add function
## Not run:
library(magrittr)
WColorBarH(1:10) %>% add(WColorBarV(rep(c('black', 'red', 'blue'), 3), RightOf()))

## End(Not run)

```

---

WLabel                      *construct a WLabel*

---

**Description**

construct a WLabel

**Usage**

```
WLabel(  
  x = NULL,  
  dm = WDim(),  
  name = "",  
  fontsize = 12,  
  rot = 0,  
  color = "black"  
)
```

**Arguments**

x	text to be labeled
dm	position
name	name
fontsize	font size
rot	rotation
color	color of the label

**Value**

a WLabel object

**Examples**

```
WHeatmap(matrix(rnorm(2000),nrow=40)) + WLabel("This is a label.", RightOf(), rot=-90)
```

---

*WLegendH**WLegendH*

---

**Description**

a horizontal legend

**Usage**

```
WLegendH(  
  x = NULL,  
  dm = NULL,  
  name = "",  
  n.stops = 20,  
  n.text = 5,  
  label.fontsize = 12,  
  width = 0.02,  
  height = 0.05,  
  decreasing = TRUE,  
  ...  
)
```

**Arguments**

<code>x</code>	a name or a plotting object, if NULL use the last plotting object
<code>dm</code>	position
<code>name</code>	name of the plotted legend
<code>n.stops</code>	number of stops in computing continuous legend
<code>n.text</code>	number of text labels in continuous legend
<code>label.fontsize</code>	label font size
<code>width</code>	width of each unit in plotted legend
<code>height</code>	height of each unit in plotted legend
<code>decreasing</code>	reversed color map
<code>...</code>	additional options to WHeatmap

**Value**

an object of class `WLegendH`

**Examples**

```
WHeatmap(matrix(1:4,nrow=2))+WLegendH(NULL, Beneath())
```

---

WLegendV

*WLegendV*


---

**Description**

a vertical legend

**Usage**

```
WLegendV(
  x = NULL,
  dm = NULL,
  name = "",
  n.stops = 20,
  n.text = 5,
  label.fontsize = 12,
  width = 0.05,
  height = 0.02,
  decreasing = FALSE,
  ...
)
```

**Arguments**

x	a name or a plotting object, if NULL use the last plotting object
dm	position
name	name of the plotted legend
n.stops	number of stops in computing continuous legend
n.text	number of text labels in continuous legend
label.fontsize	label font size
width	width of each unit in plotted legend
height	height of each unit in plotted legend
decreasing	reversed color map
...	additional options to WHeatmap

**Value**

an object of class WLegendV

**Examples**

```
WHeatmap(matrix(1:4,nrow=2))+WLegendV(NULL, RightOf())
```

---

WMatrix	<i>plot multiple figures in a matrix</i>
---------	--

---

**Description**

This function can take WObject, or gg (from ggplot) since the coordinates are not set, gg can be converted to WGG

**Usage**

```
WMatrix(objs, ncols = 1)
```

**Arguments**

objs	a list of plotting objects either WObject or gg
ncols	number of columns

**Value**

WGroup

---

WObject	<i>Construct a WObject</i>
---------	----------------------------

---

**Description**

Construct a WObject

**Usage**

```
WObject(dm = NULL, name = "")
```

**Arguments**

dm	position
name	name

**Value**

a WObject

---

WPosition                    *place an arbitrary position w.r.t a subplot*

---

## Description

place an arbitrary position w.r.t a subplot

## Usage

```
WPosition(  
  anchor.x,  
  anchor.y,  
  x = NULL,  
  just = c("left", "bottom"),  
  data.coord = FALSE  
)
```

## Arguments

anchor.x	x coordinates
anchor.y	y coordinates
x	plotting object to anchor
just	adjustment of new plot
data.coord	whether the coordinates is in term of data

## Value

a WDimGenerator object

## Examples

```
WHeatmap(matrix(rnorm(2000),nrow=40)) +  
  WHeatmap(matrix(c(rnorm(100)+1,rnorm(100)), nrow=10),  
    cmp=CMPar(brewer.name = 'RdGy'),  
    WPosition(0.1,0.1,just=c('left','top')))
```

---

WRect	<i>construct a WRect</i>
-------	--------------------------

---

**Description**

construct a WRect

**Usage**

```
WRect(  
  obj = NULL,  
  x.span = NULL,  
  y.span = NULL,  
  color = "black",  
  lwd = 3,  
  fill = NA,  
  name = ""  
)
```

**Arguments**

obj	a plotting object or its name
x.span	x-axis/horizontal span (e.g., c(2,4))
y.span	y-axis/vertical span (e.g., c(5,9))
color	edge color
lwd	edge width
fill	fill color
name	name

**Value**

a WRect object

---

WRowBind	<i>row bind non-overlapping objects</i>
----------	---

---

**Description**

row bind non-overlapping objects

**Usage**

```
WRowBind(..., nr = NULL, nc = NULL)
```

**Arguments**

...            plotting objects  
 nr            number of rows  
 nc            number of columns

**Value**

an object of class WDim

**Examples**

```
WHeatmap(matrix(rnorm(2000),nrow=40),name='a') +
  WHeatmap(matrix(rnorm(30), nrow=3), Beneath(),name='b') +
  WColorBarV(1:10, LeftOf(WRowBind('a','b')))
```

---

[.WGroup

*subset WGroup*

---

**Description**

subset WGroup

**Usage**

```
## S3 method for class 'WGroup'
x[i]
```

**Arguments**

x            a WGroup object  
 i            integer indexing element

**Value**

a subset of WGroup or NULL

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