

# Package ‘gridpattern’

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**Type** Package

**Title** 'grid' Pattern Grobs

**Version** 1.2.1

**Description** Provides 'grid' grobs that fill in a user-defined area with various patterns. Includes enhanced versions of the geometric and image-based patterns originally contained in the 'ggpattern' package as well as original 'pch', 'polygon\_tiling', 'regular\_polygon', 'rose', 'text', 'wave', and 'weave' patterns plus support for custom user-defined patterns.

**URL** <https://trevorldavis.com/R/gridpattern/>,  
<https://github.com/trevorld/gridpattern>

**BugReports** <https://github.com/trevorld/gridpattern/issues>

**License** MIT + file LICENSE

**Encoding** UTF-8

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**VignetteBuilder** knitr, rmarkdown

**NeedsCompilation** no

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ggplot2 authors [ctb] (some utility functions copied from ggplot2)

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gridpattern-package    *gridpattern: 'grid' Pattern Grobs*

---

**Description**

Provides 'grid' grobs that fill in a user-defined area with various patterns. Includes enhanced versions of the geometric and image-based patterns originally contained in the 'ggpattern' package as well as original 'pch', 'polygon\_tiling', 'regular\_polygon', 'rose', 'text', 'wave', and 'weave' patterns plus support for custom user-defined patterns.

## Package options

The following gridpattern options may be set globally via `base::options()`:

**ggpattern\_array\_funcs** Set custom “array” pattern functions.

**ggpattern\_geometry\_funcs** Set custom “geometry” pattern functions.

**ggpattern\_res** Set custom raster image resolution (pixels per inch) for certain patterns.

**ggpattern\_use\_R4.1\_clipping** If TRUE use the grid clipping path feature introduced in R v4.1.0. If FALSE do a rasterGrob approximation of the clipped pattern. If NULL try to guess an appropriate choice.

**ggpattern\_use\_R4.1\_features** If TRUE sets the default for all the other `ggpattern_use_R4.1_*` options arguments to TRUE. If FALSE sets them to FALSE.

**ggpattern\_use\_R4.1\_gradients** If TRUE use the grid gradient feature introduced in R v4.1.0. If FALSE do a rasterGrob approximation of the gradient pattern. If NULL try to guess an appropriate choice.

**ggpattern\_use\_R4.1\_masks** If TRUE use the grid mask feature introduced in R v4.1.0. If FALSE do a rasterGrob approximation of the masked pattern. If NULL try to guess an appropriate choice.

**ggpattern\_use\_R4.1\_patterns** If TRUE use the grid pattern feature introduced in R v4.1.0. Currently only used by a couple of examples.

Note to use the R v4.1.0 features one needs R be (at least) version 4.1 and not all graphic devices support any/all these features. See <https://www.stat.auckland.ac.nz/~paul/Reports/GraphicsEngine/definitions/definitions.html> for more information on these features.

## Author(s)

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Authors:

- Mike FC (Code/docs adapted from ggpattern)

Other contributors:

- ggplot2 authors (some utility functions copied from ggplot2) [contributor]

## See Also

Useful links:

- <https://trevorldavis.com/R/gridpattern/>
- <https://github.com/trevorld/gridpattern>
- Report bugs at <https://github.com/trevorld/gridpattern/issues>

---

alphaMaskGrob

*Mask grob using another grob to specify the (alpha) mask*


---

### Description

alphaMaskGrob() masks a grob using another grob to specify the (alpha) mask.

### Usage

```
alphaMaskGrob(
  maskee,
  masker,
  use_R4.1_masks = getOption("ggpattern_use_R4.1_masks",
    getOption("ggpattern_use_R4.1_features")),
  png_device = NULL,
  res = getOption("ggpattern_res", 72),
  name = NULL,
  gp = gpar(),
  vp = NULL
)
```

### Arguments

maskee	Grob to be masked
masker	Grob that defines masking region
use_R4.1_masks	If TRUE use the grid mask feature introduced in R v4.1.0. If FALSE do a rasterGrob approximation. If NULL try to guess an appropriate choice. Note not all graphic devices support the grid mask feature.
png_device	“png” graphics device to save intermediate raster data with if use_R4.1_masks is FALSE. If NULL and suggested package ragg is available and versions are high enough we directly capture masked raster via <code>ragg::agg_capture()</code> . Otherwise we will use png_device (default <code>ragg::agg_png()</code> if available else <code>grDevices::png()</code> ) and <code>png::readPNG()</code> to manually compute a masked raster.
res	Resolution of desired rasterGrob in pixels per inch if use_R4.1_masks is FALSE.
name	A character identifier.
gp	An object of class “gpar”, typically the output from a call to the function <code>gpar</code> . This is basically a list of graphical parameter settings.
vp	A Grid viewport object (or NULL).

### Value

A grid grob

**Examples**

```

# Once took more >10s on a CRAN autocheck
if (capabilities("png") && require("grid")) {
  maskee <- patternGrob("circle", gp = gpar(col = "black", fill = "yellow"),
    spacing = 0.1, density = 0.5)
  angle <- seq(2 * pi / 4, by = 2 * pi / 6, length.out = 7)
  x_hex_outer <- 0.5 + 0.5 * cos(angle)
  y_hex_outer <- 0.5 + 0.5 * sin(angle)
  x_hex_inner <- 0.5 + 0.25 * cos(rev(angle))
  y_hex_inner <- 0.5 + 0.25 * sin(rev(angle))
  gp <- gpar(lwd = 0, col = NA, fill = "white")
  masker <- grid::pathGrob(x = c(x_hex_outer, x_hex_inner),
    y = c(y_hex_outer, y_hex_inner),
    id = rep(1:2, each = 7),
    rule = "evenodd", gp = gp)
  masked <- alphaMaskGrob(maskee, masker, use_R4.1_masks = FALSE)
  grid.draw(masked)
}
if (capabilities("png") && require("grid")) {
  maskee_transparent <- rectGrob(gp = gpar(col = NA, fill = "blue"))
  gp <- gpar(lwd = 20, col = "black", fill = grDevices::rgb(0, 0, 0, 0.5))
  masker_transparent <- editGrob(masker, gp = gp)
  masked_transparent <- alphaMaskGrob(maskee_transparent,
    masker_transparent,
    use_R4.1_masks = FALSE)

  grid.newpage()
  grid.draw(masked_transparent)
}

```

---

clippingPathGrob

*Clip grob using another grob to specify the clipping path*


---

**Description**

clippingPathGrob() clips a grob using another grob to specify the clipping path

**Usage**

```

clippingPathGrob(
  clippee,
  clipper,
  use_R4.1_clipping = getOption("ggpattern_use_R4.1_clipping",
    getOption("ggpattern_use_R4.1_features")),
  png_device = NULL,
  res = getOption("ggpattern_res", 72),
  name = NULL,
  gp = gpar(),
  vp = NULL
)

```

**Arguments**

clippee	Grob to be clipped
clipper	Grob that defines clipping region
use_R4.1_clipping	If TRUE use the grid clipping path feature introduced in R v4.1.0. If FALSE do a rasterGrob approximation. If NULL try to guess an appropriate choice. Note not all graphic devices support the grid clipping path feature and the grid clipping path feature does not nest.
png_device	“png” graphics device to save intermediate raster data with if use_R4.1_clipping is FALSE. If NULL and suggested package ragg is available and versions are high enough we directly capture clipped raster via <code>ragg::agg_capture()</code> . Otherwise we will use png_device (default <code>ragg::agg_png()</code> if available else <code>grDevices::png()</code> ) and <code>png::readPNG()</code> to manually compute a clipped raster.
res	Resolution of desired rasterGrob in pixels per inch if use_R4.1_clipping is FALSE.
name	A character identifier.
gp	An object of class “gpar”, typically the output from a call to the function <code>gpar</code> . This is basically a list of graphical parameter settings.
vp	A Grid viewport object (or NULL).

**Value**

A grid grob

**Examples**

```
if (capabilities("png") && require("grid")) {
  clippee <- patternGrob("circle", gp = gpar(col = "black", fill = "yellow"),
    spacing = 0.1, density = 0.5)
  angle <- seq(2 * pi / 4, by = 2 * pi / 6, length.out = 7)
  x_hex_outer <- 0.5 + 0.5 * cos(angle)
  y_hex_outer <- 0.5 + 0.5 * sin(angle)
  x_hex_inner <- 0.5 + 0.25 * cos(rev(angle))
  y_hex_inner <- 0.5 + 0.25 * sin(rev(angle))
  clipper <- grid::pathGrob(x = c(x_hex_outer, x_hex_inner),
    y = c(y_hex_outer, y_hex_inner),
    id = rep(1:2, each = 7),
    rule = "evenodd")
  clipped <- clippingPathGrob(clippee, clipper, use_R4.1_clipping = FALSE)
  grid.newpage()
  grid.draw(clipped)
}
```

---

grid.pattern	<i>Create patterned grobs by pattern name</i>
--------------	---

---

### Description

grid.pattern() draws patterned shapes onto the graphic device. patternGrob() returns the grid grob objects. names\_pattern is a character vector of builtin patterns.

### Usage

```
grid.pattern(  
  pattern = "stripe",  
  x = c(0, 0, 1, 1),  
  y = c(1, 0, 0, 1),  
  id = 1L,  
  ...,  
  legend = FALSE,  
  prefix = "pattern_",  
  default.units = "npc",  
  name = NULL,  
  gp = gpar(),  
  draw = TRUE,  
  vp = NULL  
)
```

names\_pattern

```
patternGrob(  
  pattern = "stripe",  
  x = c(0, 0, 1, 1),  
  y = c(1, 0, 0, 1),  
  id = 1L,  
  ...,  
  legend = FALSE,  
  prefix = "pattern_",  
  default.units = "npc",  
  name = NULL,  
  gp = gpar(),  
  draw = TRUE,  
  vp = NULL  
)
```

### Arguments

pattern	Name of pattern. See Details section for a list of supported patterns.
x	A numeric vector or unit object specifying x-locations of the pattern boundary.

y	A numeric vector or unit object specifying y-locations of the pattern boundary.
id	A numeric vector used to separate locations in x, y into multiple boundaries. All locations within the same id belong to the same boundary.
...	Pattern parameters.
legend	Whether this is intended to be drawn in a legend or not.
prefix	Prefix to prepend to the name of each of the pattern parameters in ... For compatibility with ggpattern most underlying functions assume parameters beginning with pattern_.
default.units	A string indicating the default units to use if x or y are only given as numeric vectors.
name	A character identifier.
gp	An object of class "gpar", typically the output from a call to the function <code>gpar</code> . This is basically a list of graphical parameter settings.
draw	A logical value indicating whether graphics output should be produced.
vp	A Grid viewport object (or NULL).

### Format

An object of class character of length 18.

### Details

Here is a list of the various patterns supported:

**ambient** Noise array patterns onto the graphic device powered by the ambient package. See `grid.pattern_ambient()` for more information.

**circle** Circle geometry patterns. See `grid.pattern_circle()` for more information.

**crosshatch** Crosshatch geometry patterns. See `grid.pattern_crosshatch()` for more information.

**gradient** Gradient array/geometry patterns. See `grid.pattern_gradient()` for more information.

**image** Image array patterns. See `grid.pattern_image()` for more information.

**magick** imagemagick array patterns. See `grid.pattern_magick()` for more information.

**none** Does nothing. See `grid::grid.null()` for more information.

**pch** Plotting character geometry patterns. See `grid.pattern_pch()` for more information.

**placeholder** Placeholder image array patterns. See `grid.pattern_placeholder()` for more information.

**plasma** Plasma array patterns. See `grid.pattern_plasma()` for more information.

**polygon\_tiling** Polygon tiling patterns. See `grid.pattern_polygon_tiling()` for more information.

**regular\_polygon** Regular polygon patterns. See `grid.pattern_regular_polygon()` for more information.

**rose** Rose array/geometry patterns. See `grid.pattern_rose()` for more information.





```

# can be used to achieve a variety of 'tiling' effects
grid::grid.newpage()
grid.pattern_regular_polygon(x_hex, y_hex, color = "transparent",
                             fill = c("white", "grey", "black"),
                             density = 1.0, spacing = 0.1,
                             shape = "convex6", grid = "hex")
if (suppressPackageStartupMessages(requireNamespace("magick", quietly = TRUE))) {
  # array-based patterns
  # 'image' pattern
  logo_filename <- system.file("img", "Rlogo.png" , package="png")
  grid::grid.newpage()
  grid.pattern("image", x_hex, y_hex, filename=logo_filename, type="fit")
}
if (suppressPackageStartupMessages(requireNamespace("magick", quietly = TRUE))) {
  # 'plasma' pattern
  grid::grid.newpage()
  grid.pattern("plasma", x_hex, y_hex, fill="green")
}

```

---

grid.pattern\_ambient *Ambient patterned grobs*

---

## Description

grid.pattern\_ambient() draws noise patterns onto the graphic device powered by the ambient package.

## Usage

```

grid.pattern_ambient(
  x = c(0, 0, 1, 1),
  y = c(1, 0, 0, 1),
  id = 1L,
  ...,
  type = "simplex",
  fill = gp$fill %||% "grey80",
  fill2 = "#4169E1",
  frequency = 0.01,
  interpolator = "quintic",
  fractal = switch(type, worley = "none", "fbm"),
  octaves = 3,
  lacunarity = 2,
  gain = 0.5,
  pertubation = "none",
  pertubation_amplitude = 1,
  value = "cell",
  distance_ind = c(1, 2),

```

```

    jitter = 0.45,
    res = getOption("ggpattern_res", 72),
    alpha = NA_real_,
    default.units = "npc",
    name = NULL,
    gp = gpar(),
    draw = TRUE,
    vp = NULL
  )

```

### Arguments

x	A numeric vector or unit object specifying x-locations of the pattern boundary.
y	A numeric vector or unit object specifying y-locations of the pattern boundary.
id	A numeric vector used to separate locations in x, y into multiple boundaries. All locations within the same id belong to the same boundary.
...	Currently ignored.
type	Either cubic, perlin, simplex, value, white, or worley
fill	Colour.
fill2	Second colour.
frequency	Determines the granularity of the features in the noise.
interpolator	How should values between sampled points be calculated? Either 'linear', 'hermite', or 'quintic' (default), ranging from lowest to highest quality.
fractal	The fractal type to use. Either 'none', 'fbm' (default), 'billow', or 'rigid-multi'. It is suggested that you experiment with the different types to get a feel for how they behaves.
octaves	The number of noise layers used to create the fractal noise. Ignored if fractal = 'none'. Defaults to 3.
lacunarity	The frequency multiplier between successive noise layers when building fractal noise. Ignored if fractal = 'none'. Defaults to 2.
gain	The relative strength between successive noise layers when building fractal noise. Ignored if fractal = 'none'. Defaults to 0.5.
perturbation	The perturbation to use. Either 'none' (default), 'normal', or 'fractal'. Defines the displacement (warping) of the noise, with 'normal' giving a smooth warping and 'fractal' giving a more erratic warping.
perturbation_amplitude	The maximal perturbation distance from the origin. Ignored if perturbation = 'none'. Defaults to 1.
value	The noise value to return. Either <ul style="list-style-type: none"> <li>• 'value' (default) A random value associated with the closest point</li> <li>• 'distance' The distance to the closest point</li> <li>• 'distance2' The distance to the nth closest point (n given by distance_ind[1])</li> <li>• 'distance2add' Addition of the distance to the nth and mth closest point given in distance_ind</li> </ul>

	<ul style="list-style-type: none"> <li>• 'distance2sub' Substraction of the distance to the nth and mth closest point given in distance_ind</li> <li>• 'distance2mul' Multiplication of the distance to the nth and mth closest point given in distance_ind</li> <li>• 'distance2div' Division of the distance to the nth and mth closest point given in distance_ind</li> </ul>
distance_ind	Reference to the nth and mth closest points that should be used when calculating value.
jitter	The maximum distance a point can move from its start position during sampling of cell points.
res	Assumed resolution (in pixels per graphic device inch) to use when creating array pattern.
alpha	Alpha (between 0 and 1) or NA (default, preserves colors' alpha value).
default.units	A string indicating the default units to use if x or y are only given as numeric vectors.
name	A character identifier.
gp	An object of class "gpar", typically the output from a call to the function <code>gpar</code> . This is basically a list of graphical parameter settings.
draw	A logical value indicating whether graphics output should be produced.
vp	A Grid viewport object (or NULL).

### Value

A grid grob object invisibly. If draw is TRUE then also draws to the graphic device as a side effect.

### See Also

For more information about the noise types please see the relevant ambient documentation: `ambient::noise_cubic()`, `ambient::noise_perlin()`, `ambient::noise_simplex()`, `ambient::noise_value()`, `ambient::noise_white()`, and `ambient::noise_worley()`. `grid.pattern_plasma()` provides an alternative noise pattern that depends on magick.

### Examples

```
if (requireNamespace("ambient", quietly = TRUE)) {
  x_hex <- 0.5 + 0.5 * cos(seq(2 * pi / 4, by = 2 * pi / 6, length.out = 6))
  y_hex <- 0.5 + 0.5 * sin(seq(2 * pi / 4, by = 2 * pi / 6, length.out = 6))
  grid.pattern_ambient(x_hex, y_hex, fill = "green", fill2 = "blue")
}
if (requireNamespace("ambient")) {
  grid::grid.newpage()
  grid.pattern_ambient(x_hex, y_hex, fill = "green", fill2 = "blue", type = "cubic")
}
```

---

grid.pattern\_circle     *Circle patterned grobs*

---

### Description

grid.pattern\_circle() draws a circle pattern onto the graphic device.

### Usage

```
grid.pattern_circle(
  x = c(0, 0, 1, 1),
  y = c(1, 0, 0, 1),
  id = 1L,
  ...,
  colour = gp$col %||% "grey20",
  fill = gp$fill %||% "grey80",
  angle = 30,
  density = 0.2,
  spacing = 0.05,
  xoffset = 0,
  yoffset = 0,
  units = "snpc",
  alpha = gp$alpha %||% NA_real_,
  linetype = gp$lty %||% 1,
  linewidth = size %||% gp$lwd %||% 1,
  size = NULL,
  grid = "square",
  type = NULL,
  subtype = NULL,
  default.units = "npc",
  name = NULL,
  gp = gpar(),
  draw = TRUE,
  vp = NULL
)
```

### Arguments

x	A numeric vector or unit object specifying x-locations of the pattern boundary.
y	A numeric vector or unit object specifying y-locations of the pattern boundary.
id	A numeric vector used to separate locations in x, y into multiple boundaries. All locations within the same id belong to the same boundary.
...	Currently ignored.
colour	Stroke colour(s).
fill	Fill colour(s) or <code>grid::pattern()</code> / gradient object(s).

angle	Rotation angle in degrees.
density	Approx. fraction of area the pattern fills.
spacing	Spacing between repetitions of pattern (in units units).
xoffset	Shift pattern along x axis (in units units).
yoffset	Shift pattern along y axis (in units units).
units	<a href="#">grid::unit()</a> units for spacing, xoffset, and yoffset parameters.
alpha	Alpha (between 0 and 1) or NA (default, preserves colors' alpha value).
linetype	Stroke linetype.
linewidth	Stroke linewidth.
size	For backwards compatibility can be used to set linewidth.
grid	Adjusts placement and density of certain graphical elements. "square" (default) is a square grid. "hex" is a hexagonal grid suitable for hexagonal and triangular tiling. "hex_circle" is a hexagonal grid suitable for circle packing. "elongated_triangle" is a grid used for the "elongated triangle" tiling.
type	Adjusts the repeating of certain aesthetics such as color. Can use any type in names_hex, names_square, or names_weave. See for <a href="#">pattern_hex()</a> , <a href="#">pattern_square()</a> , and <a href="#">pattern_weave()</a> for more information about supported type arguments.
subtype	See for <a href="#">pattern_hex()</a> , <a href="#">pattern_square()</a> , and <a href="#">pattern_weave()</a> for more information about supported subtype arguments.
default.units	A string indicating the default units to use if x or y are only given as numeric vectors.
name	A character identifier.
gp	An object of class "gpar", typically the output from a call to the function <a href="#">gpar</a> . This is basically a list of graphical parameter settings.
draw	A logical value indicating whether graphics output should be produced.
vp	A Grid viewport object (or NULL).

### Value

A grid grob object invisibly. If draw is TRUE then also draws to the graphic device as a side effect.

### See Also

See [grid.pattern\\_regular\\_polygon\(\)](#) for a more general case of this pattern.

### Examples

```
x_hex <- 0.5 + 0.5 * cos(seq(2 * pi / 4, by = 2 * pi / 6, length.out = 6))
y_hex <- 0.5 + 0.5 * sin(seq(2 * pi / 4, by = 2 * pi / 6, length.out = 6))
grid.pattern_circle(x_hex, y_hex, fill = c("blue", "yellow"), density = 0.5)
grid::grid.newpage()
grid.pattern_circle(x_hex, y_hex, density = 0.8, grid = "hex_circle",
  gp = grid::gpar(fill = c("blue", "yellow", "red")))
grid::grid.newpage()
grid.pattern_circle(x_hex, y_hex, density = 1.2, grid = "hex_circle",
```

```

                                gp = grid::gpar(fill = c("blue", "yellow", "red"))
# using a "twill_zigzag" 'weave' pattern
grid::grid.newpage()
grid.pattern_circle(x_hex, y_hex, fill = "blue", density = 0.5, type = "twill_zigzag")

```

---

```
grid.pattern_crosshatch
```

*Crosshatch patterned grobs*

---

## Description

grid.pattern\_crosshatch() draws a crosshatch pattern onto the graphic device.

## Usage

```

grid.pattern_crosshatch(
  x = c(0, 0, 1, 1),
  y = c(1, 0, 0, 1),
  id = 1L,
  ...,
  colour = gp$col %||% "grey20",
  fill = gp$fill %||% "grey80",
  fill2 = fill,
  angle = 30,
  density = 0.2,
  spacing = 0.05,
  xoffset = 0,
  yoffset = 0,
  units = "snpc",
  alpha = gp$alpha %||% NA_real_,
  linetype = gp$lty %||% 1,
  linewidth = size %||% gp$lwd %||% 1,
  size = NULL,
  grid = "square",
  default.units = "npc",
  name = NULL,
  gp = gpar(),
  draw = TRUE,
  vp = NULL
)

```

## Arguments

x	A numeric vector or unit object specifying x-locations of the pattern boundary.
y	A numeric vector or unit object specifying y-locations of the pattern boundary.
id	A numeric vector used to separate locations in x, y into multiple boundaries. All locations within the same id belong to the same boundary.

...	Currently ignored.
colour	Stroke colour(s).
fill	Fill colour(s) or <code>grid::pattern()</code> / gradient object(s).
fill2	The fill colour for the “top” crosshatch lines.
angle	Rotation angle in degrees.
density	Approx. fraction of area the pattern fills.
spacing	Spacing between repetitions of pattern (in units units).
xoffset	Shift pattern along x axis (in units units).
yoffset	Shift pattern along y axis (in units units).
units	<code>grid::unit()</code> units for spacing, xoffset, and yoffset parameters.
alpha	Alpha (between 0 and 1) or NA (default, preserves colors’ alpha value).
linetype	Stroke linetype.
linewidth	Stroke linewidth.
size	For backwards compatibility can be used to set linewidth.
grid	Adjusts placement and density of certain graphical elements. “square” (default) is a square grid. “hex” is a hexagonal grid suitable for hexagonal and triangular tiling. “hex_circle” is a hexagonal grid suitable for circle packing. “elongated_triangle” is a grid used for the “elongated triangle” tiling.
default.units	A string indicating the default units to use if x or y are only given as numeric vectors.
name	A character identifier.
gp	An object of class “gpar”, typically the output from a call to the function <code>gpar</code> . This is basically a list of graphical parameter settings.
draw	A logical value indicating whether graphics output should be produced.
vp	A Grid viewport object (or NULL).

**Value**

A grid grob object invisibly. If draw is TRUE then also draws to the graphic device as a side effect.

**See Also**

`grid.pattern_weave()` which interweaves two sets of lines. For a single set of lines use `grid.pattern_stripe()`.

**Examples**

```
x_hex <- 0.5 + 0.5 * cos(seq(2 * pi / 4, by = 2 * pi / 6, length.out = 6))
y_hex <- 0.5 + 0.5 * sin(seq(2 * pi / 4, by = 2 * pi / 6, length.out = 6))
grid.pattern_crosshatch(x_hex, y_hex, colour = "black", fill = "blue",
                        fill2 = "yellow", density = 0.5)
grid::grid.newpage()
grid.pattern_crosshatch(x_hex, y_hex, density = 0.3,
                        gp = grid::gpar(col = "blue", fill = "yellow"))
```



---

grid.pattern\_fill      *Grobs with a simple fill pattern*

---

## Description

grid.pattern\_fill() draws a simple fill pattern onto the graphics device.

## Usage

```
grid.pattern_fill(
  x = c(0, 0, 1, 1),
  y = c(1, 0, 0, 1),
  id = 1L,
  ...,
  fill = gp$fill %||% "grey80",
  alpha = gp$alpha %||% NA_real_,
  default.units = "npc",
  name = NULL,
  gp = gpar(),
  draw = TRUE,
  vp = NULL
)
```

## Arguments

x	A numeric vector or unit object specifying x-locations of the pattern boundary.
y	A numeric vector or unit object specifying y-locations of the pattern boundary.
id	A numeric vector used to separate locations in x, y into multiple boundaries. All locations within the same id belong to the same boundary.
...	Currently ignored
fill	Fill colour(s) or <code>grid::pattern()</code> / gradient object(s).
alpha	Alpha (between 0 and 1) or NA (default, preserves colors' alpha value).
default.units	A string indicating the default units to use if x or y are only given as numeric vectors.
name	A character identifier.
gp	An object of class "gpar", typically the output from a call to the function <code>gpar</code> . This is basically a list of graphical parameter settings.
draw	A logical value indicating whether graphics output should be produced.
vp	A Grid viewport object (or NULL).

## Value

A grid grob object invisibly. If draw is TRUE then also draws to the graphic device as a side effect.

**See Also**

[grid::grid.polygon\(\)](#)

**Examples**

```
x_hex <- 0.5 + 0.5 * cos(seq(2 * pi / 4, by = 2 * pi / 6, length.out = 6))
y_hex <- 0.5 + 0.5 * sin(seq(2 * pi / 4, by = 2 * pi / 6, length.out = 6))
grid.pattern_fill(x_hex, y_hex, fill = "blue")

if (guess_has_R4.1_features("patterns")) {
  grid::grid.newpage()
  stripe_fill <- patternFill("stripe", fill = c("red", "blue"))
  grid.pattern_fill(x_hex, y_hex, fill = stripe_fill)
}
```

---

grid.pattern\_gradient *Gradient patterned grobs*

---

**Description**

grid.pattern\_gradient() draws a gradient pattern onto the graphic device.

**Usage**

```
grid.pattern_gradient(
  x = c(0, 0, 1, 1),
  y = c(1, 0, 0, 1),
  id = 1L,
  ...,
  fill = gp$fill %||% "grey80",
  fill2 = "#4169E1",
  orientation = "vertical",
  alpha = gp$alpha %||% NA_real_,
  use_R4.1_gradients = getOption("ggpattern_use_R4.1_gradients",
    getOption("ggpattern_use_R4.1_features")),
  aspect_ratio = 1,
  key_scale_factor = 1,
  res = getOption("ggpattern_res", 72),
  default.units = "npc",
  name = NULL,
  gp = gpar(),
  draw = TRUE,
  vp = NULL
)
```

**Arguments**

x	A numeric vector or unit object specifying x-locations of the pattern boundary.
y	A numeric vector or unit object specifying y-locations of the pattern boundary.
id	A numeric vector used to separate locations in x, y into multiple boundaries. All locations within the same id belong to the same boundary.
...	Currently ignored.
fill	Colour.
fill2	Second colour.
orientation	vertical, horizontal, or radial.
alpha	Alpha (between 0 and 1) or NA (default, preserves colors' alpha value).
use_R4.1_gradients	Whether to use the gradient feature introduced in R v4.1 or use a rasterGrob approximation. Note not all graphic devices support the grid gradient feature.
aspect_ratio	Override aspect ratio.
key_scale_factor	Additional scale factor for legend.
res	Assumed resolution (in pixels per graphic device inch) to use when creating array pattern.
default.units	A string indicating the default units to use if x or y are only given as numeric vectors.
name	A character identifier.
gp	An object of class "gpar", typically the output from a call to the function <code>gpar</code> . This is basically a list of graphical parameter settings.
draw	A logical value indicating whether graphics output should be produced.
vp	A Grid viewport object (or NULL).

**Value**

A grid grob object invisibly. If draw is TRUE then also draws to the graphic device as a side effect.

**Examples**

```

if (requireNamespace("magick") && capabilities("png")) {
  x_hex <- 0.5 + 0.5 * cos(seq(2 * pi / 4, by = 2 * pi / 6, length.out = 6))
  y_hex <- 0.5 + 0.5 * sin(seq(2 * pi / 4, by = 2 * pi / 6, length.out = 6))
  grid.pattern_gradient(x_hex, y_hex, fill = "green")
}
if (requireNamespace("magick") && capabilities("png")) {
  grid::grid.newpage()
  grid.pattern_gradient(x_hex, y_hex, fill = "green", orientation = "radial")
}

```

---

grid.pattern\_image     *Image patterned grobs*

---

### Description

grid.pattern\_image() draws an image pattern onto the graphic device.

### Usage

```
grid.pattern_image(
  x = c(0, 0, 1, 1),
  y = c(1, 0, 0, 1),
  id = 1L,
  ...,
  filename = "",
  type = "fit",
  scale = 1,
  gravity = switch(type, tile = "southwest", "center"),
  filter = "lanczos",
  alpha = gp$alpha %||% NA_real_,
  aspect_ratio = 1,
  key_scale_factor = 1,
  res = getOption("ggpattern_res", 72),
  default.units = "npc",
  name = NULL,
  gp = gpar(),
  draw = TRUE,
  vp = NULL
)
```

### Arguments

x	A numeric vector or unit object specifying x-locations of the pattern boundary.
y	A numeric vector or unit object specifying y-locations of the pattern boundary.
id	A numeric vector used to separate locations in x, y into multiple boundaries. All locations within the same id belong to the same boundary.
...	Currently ignored.
filename	Image of filename or URL
type	Image scaling type
scale	Extra scaling
gravity	Position of image within area. <code>magick::gravity_types()</code> returns a vector of supported values.
filter	Filter to use when scaling. <code>magick::filter_types()</code> returns a vector of supported values.

alpha	Alpha (between 0 and 1) or NA (default, preserves colors' alpha value).
aspect_ratio	Override aspect ratio.
key_scale_factor	Additional scale factor for legend.
res	Assumed resolution (in pixels per graphic device inch) to use when creating array pattern.
default.units	A string indicating the default units to use if x or y are only given as numeric vectors.
name	A character identifier.
gp	An object of class "gpar", typically the output from a call to the function <a href="#">gpar</a> . This is basically a list of graphical parameter settings.
draw	A logical value indicating whether graphics output should be produced.
vp	A Grid viewport object (or NULL).

### Details

Here is a description of the type arguments:

**expand** Scale the image beyond the bounding box and crop it such that the image fully covers the width and the height of the region.

**fit** Scale the image such that either the width or the height of the image fits in the bounding box. Affected by gravity

**none** Position a single image in the region without attempting to scale to the bounding box size. Affected by scale and gravity.

**squish** Distort the image to cover the bounding box of the region.

**tile** Repeat the image to cover the bounding box. Affected by tile.

### Value

A grid grob object invisibly. If draw is TRUE then also draws to the graphic device as a side effect.

### See Also

[grid.pattern\\_placeholder\(\)](#) is an image pattern that uses images downloaded from the internet.

[reset\\_image\\_cache\(\)](#) resets the image cache used by [grid.pattern\\_image\(\)](#) and [grid.pattern\\_placeholder\(\)](#).

### Examples

```
# May emit a "CPU time > 2.5 times elapsed time" NOTE in a CRAN check
if (requireNamespace("magick")) {
  x_hex <- 0.5 + 0.5 * cos(seq(2 * pi / 4, by = 2 * pi / 6, length.out = 6))
  y_hex <- 0.5 + 0.5 * sin(seq(2 * pi / 4, by = 2 * pi / 6, length.out = 6))
  logo_filename <- system.file("img", "Rlogo.png", package = "png")
  grid.pattern_image(x_hex, y_hex, filename = logo_filename, type = "fit")
}
if (requireNamespace("magick")) {
  # "tile" `type` image pattern depends on `magick` functionality
```

```

# which is not reliable across platforms
grid::grid.newpage()
try(grid.pattern_image(x_hex, y_hex, filename = logo_filename,
                      type = "tile"))
}

```

---

grid.pattern\_magick    *Magick patterned grobs*

---

### Description

grid.pattern\_magick() draws a imagemagick pattern onto the graphic device. names\_magick, names\_magick\_intensity, and names\_magick\_stripe are character vectors of supported type values plus subsets for shaded intensity and stripes.

### Usage

```

grid.pattern_magick(
  x = c(0, 0, 1, 1),
  y = c(1, 0, 0, 1),
  id = 1L,
  ...,
  type = "hexagons",
  fill = "grey20",
  scale = 1,
  filter = "box",
  alpha = gp$alpha %||% NA_real_,
  aspect_ratio = 1,
  key_scale_factor = 1,
  res = getOption("ggpattern_res", 72),
  default.units = "npc",
  name = NULL,
  gp = gpar(),
  draw = TRUE,
  vp = NULL
)

```

names\_magick

names\_magick\_intensity

names\_magick\_stripe

### Arguments

x                    A numeric vector or unit object specifying x-locations of the pattern boundary.

y	A numeric vector or unit object specifying y-locations of the pattern boundary.
id	A numeric vector used to separate locations in x, y into multiple boundaries. All locations within the same id belong to the same boundary.
...	Currently ignored.
type	Magick pattern types. names_magick, names_magick_intensity, and names_magick_stripe are character vectors of supported type values plus subsets for shaded intensity and stripes.
fill	Fill colour
scale	Extra scaling
filter	Filter to use when scaling. magick::filter_types() returns a vector of supported values.
alpha	Alpha (between 0 and 1) or NA (default, preserves colors' alpha value).
aspect_ratio	Override aspect ratio.
key_scale_factor	Additional scale factor for legend.
res	Assumed resolution (in pixels per graphic device inch) to use when creating array pattern.
default.units	A string indicating the default units to use if x or y are only given as numeric vectors.
name	A character identifier.
gp	An object of class "gpar", typically the output from a call to the function gpar. This is basically a list of graphical parameter settings.
draw	A logical value indicating whether graphics output should be produced.
vp	A Grid viewport object (or NULL).

**Format**

An object of class character of length 54.

An object of class character of length 21.

An object of class character of length 19.

**Value**

A grid grob object invisibly. If draw is TRUE then also draws to the graphic device as a side effect.

**See Also**

The imagemagick documentation <http://www.imagemagick.org/script/formats.php> for more information.

**Examples**

```

if (requireNamespace("magick")) {
  x_hex <- 0.5 + 0.5 * cos(seq(2 * pi / 4, by = 2 * pi / 6, length.out = 6))
  y_hex <- 0.5 + 0.5 * sin(seq(2 * pi / 4, by = 2 * pi / 6, length.out = 6))
  grid.pattern_magick(x_hex, y_hex, type="octagons", fill="blue", scale=2)
}

# supported magick pattern names
print(names_magick)

```

---

grid.pattern_none	<i>Grobs without any pattern</i>
-------------------	----------------------------------

---

**Description**

grid.pattern\_none() draws nothing onto the graphic device.

**Usage**

```

grid.pattern_none(
  x = c(0, 0, 1, 1),
  y = c(1, 0, 0, 1),
  id = 1L,
  ...,
  default.units = "npc",
  name = NULL,
  gp = gpar(),
  draw = TRUE,
  vp = NULL
)

```

**Arguments**

x	A numeric vector or unit object specifying x-locations of the pattern boundary.
y	A numeric vector or unit object specifying y-locations of the pattern boundary.
id	A numeric vector used to separate locations in x, y into multiple boundaries. All locations within the same id belong to the same boundary.
...	Currently ignored
default.units	A string indicating the default units to use if x or y are only given as numeric vectors.
name	A character identifier.
gp	An object of class "gpar", typically the output from a call to the function <code>gpar</code> . This is basically a list of graphical parameter settings.
draw	A logical value indicating whether graphics output should be produced.
vp	A Grid viewport object (or NULL).



**Value**

A grid grob object invisibly. If draw is TRUE then also draws to the graphic device as a side effect.

**See Also**

[grid::grid.null\(\)](#)

**Examples**

```
x_hex <- 0.5 + 0.5 * cos(seq(2 * pi / 4, by = 2 * pi / 6, length.out = 6))
y_hex <- 0.5 + 0.5 * sin(seq(2 * pi / 4, by = 2 * pi / 6, length.out = 6))
grid.pattern_none(x_hex, y_hex)
```

---

grid.pattern_pch	<i>Plotting character patterned grobs</i>
------------------	---

---

**Description**

grid.pattern\_pch() draws a plotting character pattern onto the graphic device.

**Usage**

```
grid.pattern_pch(
  x = c(0, 0, 1, 1),
  y = c(1, 0, 0, 1),
  id = 1L,
  ...,
  colour = gp$col %||% "grey20",
  fill = gp$fill %||% "grey80",
  angle = 30,
  density = 0.2,
  spacing = 0.05,
  xoffset = 0,
  yoffset = 0,
  units = "npc",
  scale = 0.5,
  shape = 1L,
  grid = "square",
  type = NULL,
  subtype = NULL,
  rot = 0,
  alpha = gp$alpha %||% NA_real_,
  linetype = gp$lty %||% 1,
  linewidth = size %||% gp$lwd %||% 1,
  size = NULL,
  default.units = "npc",
  name = NULL,
```

```

gp = gpar(),
draw = TRUE,
vp = NULL
)

```

### Arguments

x	A numeric vector or unit object specifying x-locations of the pattern boundary.
y	A numeric vector or unit object specifying y-locations of the pattern boundary.
id	A numeric vector used to separate locations in x, y into multiple boundaries. All locations within the same id belong to the same boundary.
...	Currently ignored.
colour	Stroke colour(s).
fill	Fill colour(s) or <code>grid::pattern()</code> / gradient object(s).
angle	Rotation angle in degrees.
density	Approx. fraction of area the pattern fills.
spacing	Spacing between repetitions of pattern (in units units).
xoffset	Shift pattern along x axis (in units units).
yoffset	Shift pattern along y axis (in units units).
units	<code>grid::unit()</code> units for spacing, xoffset, and yoffset parameters.
scale	For star polygons, multiplier (between 0 and 1) applied to exterior radius to get interior radius.
shape	An integer from 0 to 25 or NA. See <code>graphics::points()</code> for more details. Note we only support these shapes and do not support arbitrary ASCII / Unicode characters.
grid	Adjusts placement and density of certain graphical elements. "square" (default) is a square grid. "hex" is a hexagonal grid suitable for hexagonal and triangular tiling. "hex_circle" is a hexagonal grid suitable for circle packing. "elongated_triangle" is a grid used for the "elongated triangle" tiling.
type	Adjusts the repeating of certain aesthetics such as color. Can use any type in <code>names_hex</code> , <code>names_square</code> , or <code>names_weave</code> . See for <code>pattern_hex()</code> , <code>pattern_square()</code> , and <code>pattern_weave()</code> for more information about supported type arguments.
subtype	See for <code>pattern_hex()</code> , <code>pattern_square()</code> , and <code>pattern_weave()</code> for more information about supported subtype arguments.
rot	Angle to rotate regular polygon (degrees, counter-clockwise).
alpha	Alpha (between 0 and 1) or NA (default, preserves colors' alpha value).
linetype	Stroke linetype.
linewidth	Stroke linewidth.
size	For backwards compatibility can be used to set linewidth.
default.units	A string indicating the default units to use if x or y are only given as numeric vectors.
name	A character identifier.

gp	An object of class "gpar", typically the output from a call to the function <code>gpar</code> . This is basically a list of graphical parameter settings.
draw	A logical value indicating whether graphics output should be produced.
vp	A Grid viewport object (or NULL).

**Value**

A grid grob object invisibly. If draw is TRUE then also draws to the graphic device as a side effect.

**See Also**

`grid.pattern_regular_polygon()` which is used to implement this pattern.

**Examples**

```
x_hex <- 0.5 + 0.5 * cos(seq(2 * pi / 4, by = 2 * pi / 6, length.out = 6))
y_hex <- 0.5 + 0.5 * sin(seq(2 * pi / 4, by = 2 * pi / 6, length.out = 6))
gp <- grid::gpar(col = "black", fill = "lightblue")

if (capabilities("png") || guess_has_R4.1_features("masks")) {
  # pch 0-6 are simple shapes with no fill
  grid.pattern_pch(x_hex, y_hex, shape = 0:6, gp = gp,
                  spacing = 0.1, density = 0.4, angle = 0)
}
if (capabilities("png") || guess_has_R4.1_features("masks")) {
  # pch 7-14 are compound shapes with no fill
  grid::grid.newpage()
  grid.pattern_pch(x_hex, y_hex, shape = 7:14, gp = gp,
                  spacing = 0.1, density = 0.4, angle = 0)
}
if (capabilities("png") || guess_has_R4.1_features("masks")) {
  # pch 15-20 are filled with 'col'
  grid::grid.newpage()
  grid.pattern_pch(x_hex, y_hex, shape = 15:20, gp = gp,
                  spacing = 0.1, density = 0.4, angle = 0)
}
if (capabilities("png") || guess_has_R4.1_features("masks")) {
  # pch 21-25 are filled with 'fill'
  grid::grid.newpage()
  grid.pattern_pch(x_hex, y_hex, shape = 21:25, gp = gp,
                  spacing = 0.1, density = 0.4, angle = 0)
}
if (capabilities("png") || guess_has_R4.1_features("masks")) {
  # using a 'basket' weave `type` with two shapes
  grid::grid.newpage()
  grid.pattern_pch(x_hex, y_hex, shape = c(1,4), gp = gp,
                  type = "basket",
                  spacing = 0.1, density = 0.4, angle = 0)
}
```

---

 grid.pattern\_placeholder

*Placeholder image patterned grobs*


---

### Description

grid.pattern\_placeholder() draws a placeholder image pattern onto the graphic device. names\_placeholder are character vectors of supported placeholder types.

### Usage

```
grid.pattern_placeholder(
  x = c(0, 0, 1, 1),
  y = c(1, 0, 0, 1),
  id = 1L,
  ...,
  type = "bear",
  alpha = gp$alpha %||% NA_real_,
  aspect_ratio = 1,
  key_scale_factor = 1,
  res = getOption("ggpattern_res", 72),
  default.units = "npc",
  name = NULL,
  gp = gpar(),
  draw = TRUE,
  vp = NULL
)

names_placeholder
```

### Arguments

x	A numeric vector or unit object specifying x-locations of the pattern boundary.
y	A numeric vector or unit object specifying y-locations of the pattern boundary.
id	A numeric vector used to separate locations in x, y into multiple boundaries. All locations within the same id belong to the same boundary.
...	Currently ignored.
type	Image source. names_placeholder is a vector of supported values. If you would like only greyscale images append bw to the name.
alpha	Alpha (between 0 and 1) or NA (default, preserves colors' alpha value).
aspect_ratio	Override aspect ratio.
key_scale_factor	Additional scale factor for legend.
res	Assumed resolution (in pixels per graphic device inch) to use when creating array pattern.

default.units	A string indicating the default units to use if x or y are only given as numeric vectors.
name	A character identifier.
gp	An object of class "gpar", typically the output from a call to the function <code>gpar</code> . This is basically a list of graphical parameter settings.
draw	A logical value indicating whether graphics output should be produced.
vp	A Grid viewport object (or NULL).

**Format**

An object of class character of length 26.

**Value**

A grid grob object invisibly. If draw is TRUE then also draws to the graphic device as a side effect.

**See Also**

`reset_image_cache()` resets the image cache used by `grid.pattern_image()` and `grid.pattern_placeholder()`.

**Examples**

```
if (requireNamespace("magick")) {
  x_hex <- 0.5 + 0.5 * cos(seq(2 * pi / 4, by = 2 * pi / 6, length.out = 6))
  y_hex <- 0.5 + 0.5 * sin(seq(2 * pi / 4, by = 2 * pi / 6, length.out = 6))
  # requires internet connection to download from placeholder image websites
  try(grid.pattern_placeholder(x_hex, y_hex, type="bear"))
}

print(names_placeholder)
```

---

grid.pattern\_plasma    *Plasma patterned grobs*

---

**Description**

`grid.pattern_plasma()` draws a plasma pattern onto the graphic device.

**Usage**

```
grid.pattern_plasma(
  x = c(0, 0, 1, 1),
  y = c(1, 0, 0, 1),
  id = 1L,
  ...,
  fill = gp$fill %||% "grey80",
  scale = 1,
```

```

alpha = gp$alpha %||% NA_real_,
aspect_ratio = 1,
key_scale_factor = 1,
res = getOption("ggpattern_res", 72),
default.units = "npc",
name = NULL,
gp = gpar(),
draw = TRUE,
vp = NULL
)

```

### Arguments

x	A numeric vector or unit object specifying x-locations of the pattern boundary.
y	A numeric vector or unit object specifying y-locations of the pattern boundary.
id	A numeric vector used to separate locations in x, y into multiple boundaries. All locations within the same id belong to the same boundary.
...	Currently ignored.
fill	Colour.
scale	Extra scaling
alpha	Alpha (between 0 and 1) or NA (default, preserves colors' alpha value).
aspect_ratio	Override aspect ratio.
key_scale_factor	Additional scale factor for legend.
res	Assumed resolution (in pixels per graphic device inch) to use when creating array pattern.
default.units	A string indicating the default units to use if x or y are only given as numeric vectors.
name	A character identifier.
gp	An object of class "gpar", typically the output from a call to the function <a href="#">gpar</a> . This is basically a list of graphical parameter settings.
draw	A logical value indicating whether graphics output should be produced.
vp	A Grid viewport object (or NULL).

### Value

A grid grob object invisibly. If draw is TRUE then also draws to the graphic device as a side effect.

### See Also

[grid.pattern\\_ambient\(\)](#) provides a noise pattern using the `ambient` package. Pseudorandom seeds for the plasma pattern may be set via [magick::magick\\_set\\_seed\(\)](#).

**Examples**

```

if (requireNamespace("magick")) {
  x_hex <- 0.5 + 0.5 * cos(seq(2 * pi / 4, by = 2 * pi / 6, length.out = 6))
  y_hex <- 0.5 + 0.5 * sin(seq(2 * pi / 4, by = 2 * pi / 6, length.out = 6))
  grid.pattern_plasma(x_hex, y_hex, fill = "green")
}

```

---

```

grid.pattern_polygon_tiling
      Polygon tiling patterned grobs

```

---

**Description**

`grid.pattern_polygon_tiling()` draws a specified polygon tiling pattern onto the graphic device. `names_polygon_tiling` lists all supported types.

**Usage**

```

grid.pattern_polygon_tiling(
  x = c(0, 0, 1, 1),
  y = c(1, 0, 0, 1),
  id = 1L,
  ...,
  colour = gp$col %||% "grey20",
  fill = gp$fill %||% "grey80",
  angle = 30,
  spacing = 0.05,
  xoffset = 0,
  yoffset = 0,
  units = "snpc",
  type = "square",
  alpha = gp$alpha %||% NA_real_,
  linetype = gp$lty %||% 1,
  linewidth = size %||% gp$lwd %||% 1,
  size = NULL,
  default.units = "npc",
  name = NULL,
  gp = gpar(),
  draw = TRUE,
  vp = NULL
)

names_polygon_tiling

```

**Arguments**

x	A numeric vector or unit object specifying x-locations of the pattern boundary.
y	A numeric vector or unit object specifying y-locations of the pattern boundary.
id	A numeric vector used to separate locations in x, y into multiple boundaries. All locations within the same id belong to the same boundary.
...	Currently ignored.
colour	Stroke colour(s).
fill	Fill colour(s) or <code>grid::pattern()</code> / gradient object(s).
angle	Rotation angle in degrees.
spacing	Spacing between repetitions of pattern (in units units).
xoffset	Shift pattern along x axis (in units units).
yoffset	Shift pattern along y axis (in units units).
units	<code>grid::unit()</code> units for spacing, xoffset, and yoffset parameters.
type	Name of polygon tiling to draw. See Details.
alpha	Alpha (between 0 and 1) or NA (default, preserves colors' alpha value). Not supported for all polygon tiling type.
linetype	Stroke linetype.
linewidth	Stroke linewidth.
size	For backwards compatibility can be used to set linewidth.
default.units	A string indicating the default units to use if x or y are only given as numeric vectors.
name	A character identifier.
gp	An object of class "gpar", typically the output from a call to the function <code>gpar</code> . This is basically a list of graphical parameter settings.
draw	A logical value indicating whether graphics output should be produced.
vp	A Grid viewport object (or NULL).

**Format**

An object of class character of length 36.

**Details**

`grid.pattern_polygon_tiling()` supports 1, 2, or 3 fill colors with the first colors (weakly) covering a larger area. Size of the pattern is controlled by spacing. We support the following polygon tiling types:

`elongated_triangular` Creates an elongated triangular tiling made of squares and triangles.

`herringbone` Creates a herringbone tiling made of rectangles.

`hexagonal` Creates a hexagonal tiling made of hexagons.

`pythagorean` Creates a Pythagorean tiling made of squares of two different sizes.



- rhombille Creates a rhombille tiling made of rhombi.
- rhombitrihexagonal Creates a rhombitrihexagonal tiling made out of dodecagons, hexagons, and squares.
- snub\_square Creates a snub square tiling made of squares and triangles.
- snub\_trihexagonal Creates a snub trihexagonal tiling made of hexagons and triangles.
- square Creates a square tiling made of squares.
- tetrakis\_square Creates a tetrakis square tiling made of isosceles right triangles.
- triangular Creates a triangular tiling made of equilateral triangles.
- trihexagonal Creates a trihexagonal tiling made of hexagons and triangles.
- truncated\_square Creates a truncated square tiling made of octagons and squares.
- truncated\_hexagonal Creates a truncated hexagonal tiling made of dodecagons and triangles.
- truncated\_trihexagonal Creates a truncated trihexagonal tiling made of hexagons, squares, and triangles.
- 2\*.2\*\*.2\*.2\*\* Creates a polygon tiling made of rhombi.
- 2\*\*.3\*\*.12\* Creates a polygon tiling made of rhombi, triangles, and twelve-pointed stars.
- 3.3.3.3\*\* Creates a polygon tiling made of triangles.
- 3.3\*.3.3\*\* Creates a regular (star) polygon tiling made of triangles and three-pointed stars.
- 3.3.3.12\*.3.3.12\* Creates a regular (star) polygon tiling made of triangles and twelve-pointed stars.
- 3.3.8\*.3.4.3.8\* Creates a regular (star) polygon tiling made of triangles, squares, and eight-pointed stars.
- 3.3.8\*.4\*\*.8\* Creates a regular (star) polygon tiling made of triangles, four-pointed stars, and eight-pointed stars.
- 3.4.6.3.12\* Creates a regular (star) polygon tiling made of triangles, squares, hexagons, and twelve-pointed stars.
- 3.4.8.3.8\* Creates a regular (star) polygon tiling made of triangles, squares, octagons, and eight-pointed stars.
- 3.6\*.6\*\* Creates a regular (star) polygon tiling made of triangles and six-pointed stars.
- 4.2\*.4.2\*\* Creates a polygon tiling made of squares and rhombi.
- 4.4\*.4\*\* Creates a regular (star) polygon tiling made of squares and four-pointed stars.
- 4.6.4\*.6 Creates a regular (star) polygon tiling made of squares, hexagons, and four-pointed stars.
- 4.6\*.4.6\*.4.6\* Creates a regular (star) polygon tiling made of squares and six-pointed stars.
- 4.8\*.4\*\*.8\* Creates a polygon tiling of squares and eight-pointed stars.
- 6.6\*.6.6\* Creates a regular (star) polygon tiling made of hexagons and six-pointed stars.
- 8.4\*.8.4\* Creates a regular (star) polygon tiling made of octagons and four-pointed stars.
- 9.3.9.3\* Creates a regular (star) polygon tiling made of triangles, nonagons, and three-pointed stars.
- 12.3\*.12.3\* Creates a regular (star) polygon tiling made of dodecagons and three-pointed stars.
- 12.12.4\* Creates a regular (star) polygon tiling made of dodecagons and four-pointed stars.
- 18.18.3\* Creates a regular (star) polygon tiling made of eighteen-sided polygons and three-pointed stars.

**Value**

A grid grob object invisibly. If draw is TRUE then also draws to the graphic device as a side effect.

**See Also**

The tiling vignette `vignette("tiling", package = "gridpattern")` for more information about these tilings as well as more examples of polygon tiling using the `grid.pattern_regular_polygon()` function.

**Examples**

```
print(names_polygon_tiling)

x_hex <- 0.5 + 0.5 * cos(seq(2 * pi / 4, by = 2 * pi / 6, length.out = 6))
y_hex <- 0.5 + 0.5 * sin(seq(2 * pi / 4, by = 2 * pi / 6, length.out = 6))
gp1 <- grid::gpar(fill = "yellow", col = "black")
gp2 <- grid::gpar(fill = c("yellow", "red"), col = "black")
gp3 <- grid::gpar(fill = c("yellow", "red", "blue"), col = "black")

grid.pattern_polygon_tiling(x_hex, y_hex, type = "herringbone", gp = gp1)

grid::grid.newpage()
grid.pattern_polygon_tiling(x_hex, y_hex, type = "hexagonal",
                           spacing = 0.2, gp = gp3)

grid::grid.newpage()
grid.pattern_polygon_tiling(x_hex, y_hex, type = "pythagorean",
                           spacing = 0.2, gp = gp2)

grid::grid.newpage()
grid.pattern_polygon_tiling(x_hex, y_hex, type = "snub_trihexagonal",
                           spacing = 0.2, gp = gp3)

grid::grid.newpage()
grid.pattern_polygon_tiling(x_hex, y_hex, type = "rhombille",
                           spacing = 0.2, gp = gp3)
```

---

grid.pattern\_regular\_polygon

*Regular polygon patterned grobs*

---

**Description**

`grid.pattern_regular_polygon()` draws a regular polygon pattern onto the graphic device.

**Usage**

```

grid.pattern_regular_polygon(
  x = c(0, 0, 1, 1),
  y = c(1, 0, 0, 1),
  id = 1L,
  ...,
  colour = gp$col %||% "grey20",
  fill = gp$fill %||% "grey80",
  angle = 30,
  density = 0.2,
  spacing = 0.05,
  xoffset = 0,
  yoffset = 0,
  units = "npc",
  scale = 0.5,
  shape = "convex4",
  grid = "square",
  type = NULL,
  subtype = NULL,
  rot = 0,
  alpha = gp$alpha %||% NA_real_,
  linetype = gp$lty %||% 1,
  linewidth = size %||% gp$lwd %||% 1,
  size = NULL,
  default.units = "npc",
  name = NULL,
  gp = gpar(),
  draw = TRUE,
  vp = NULL
)

```

**Arguments**

x	A numeric vector or unit object specifying x-locations of the pattern boundary.
y	A numeric vector or unit object specifying y-locations of the pattern boundary.
id	A numeric vector used to separate locations in x, y into multiple boundaries. All locations within the same id belong to the same boundary.
...	Currently ignored.
colour	Stroke colour(s).
fill	Fill colour(s) or <code>grid::pattern()</code> / gradient object(s).
angle	Rotation angle in degrees.
density	Approx. fraction of area the pattern fills.
spacing	Spacing between repetitions of pattern (in <code>units</code> units).
xoffset	Shift pattern along x axis (in <code>units</code> units).
yoffset	Shift pattern along y axis (in <code>units</code> units).

units	<code>grid::unit()</code> units for spacing, <code>xoffset</code> , and <code>yoffset</code> parameters.
scale	For star polygons, multiplier (between 0 and 1) applied to exterior radius to get interior radius.
shape	Either "convex" or "star" followed by the number of exterior vertices or alternatively "circle", "square", "null", "rhombille_rhombus", "tetrakis_left", or "tetrakis_right". For example "convex5" corresponds to a pentagon and "star6" corresponds to a six-pointed star. The "square" shape is larger than the "convex4" shape and is rotated an extra 45 degrees, it can be used to generate a multi-colored "checkers" effect when density is 1. The "null" shape is not drawn, it can be used to create holes within multiple-element patterns. The "rhombille_rhombus" shape draws a rhombus while the "tetrakis_left" or "tetrakis_right" shapes draw an isosceles right triangle. These latter three non-regular-polygon shapes are intended to help generate rhombille and tetrakis square tilings.
grid	Adjusts placement and density of certain graphical elements. "square" (default) is a square grid. "hex" is a hexagonal grid suitable for hexagonal and triangular tiling. "hex_circle" is a hexagonal grid suitable for circle packing. "elongated_triangle" is a grid used for the "elongated triangle" tiling.
type	Adjusts the repeating of certain aesthetics such as color. Can use any type in <code>names_hex</code> , <code>names_square</code> , or <code>names_weave</code> . See for <code>pattern_hex()</code> , <code>pattern_square()</code> , and <code>pattern_weave()</code> for more information about supported type arguments.
subtype	See for <code>pattern_hex()</code> , <code>pattern_square()</code> , and <code>pattern_weave()</code> for more information about supported subtype arguments.
rot	Angle to rotate regular polygon (degrees, counter-clockwise).
alpha	Alpha (between 0 and 1) or NA (default, preserves colors' alpha value).
linetype	Stroke linetype.
linewidth	Stroke linewidth.
size	For backwards compatibility can be used to set linewidth.
default.units	A string indicating the default units to use if <code>x</code> or <code>y</code> are only given as numeric vectors.
name	A character identifier.
gp	An object of class "gpar", typically the output from a call to the function <code>gpar</code> . This is basically a list of graphical parameter settings.
draw	A logical value indicating whether graphics output should be produced.
vp	A Grid viewport object (or NULL).

### Value

A grid grob object invisibly. If `draw` is TRUE then also draws to the graphic device as a side effect.

### See Also

`grid.pattern_circle()` for a special case of this pattern. The tiling vignette features more examples of regular polygon tiling using this function `vignette("tiling", package = "gridpattern")`.

**Examples**

```

x_hex <- 0.5 + 0.5 * cos(seq(2 * pi / 4, by = 2 * pi / 6, length.out = 6))
y_hex <- 0.5 + 0.5 * sin(seq(2 * pi / 4, by = 2 * pi / 6, length.out = 6))

# 'density', 'rot', and 'shape' are vectorized
grid.pattern_regular_polygon(x_hex, y_hex, colour = "black",
                             fill = c("blue", "yellow", "red"),
                             shape = c("convex4", "star8", "circle"),
                             density = c(0.45, 0.42, 0.4),
                             spacing = 0.08, angle = 0)

# checker pattern using "square" shape
grid::grid.newpage()
grid.pattern_regular_polygon(x_hex, y_hex, shape = "square",
                             colour = "transparent",
                             fill = c("black", "red", "blue", "yellow"),
                             angle = 0, density = 1.0, spacing = 0.2)

# checker pattern using the default "convex4" shape
grid::grid.newpage()
grid.pattern_regular_polygon(x_hex, y_hex, density = 1.0,
                             colour = "black", fill = "blue")

# using a "twill_zigzag" 'weave' pattern
grid::grid.newpage()
grid.pattern_regular_polygon(x_hex, y_hex, fill = c("blue", "yellow"),
                             shape = c("circle", "star8"),
                             density = c(0.5, 0.6), type = "twill_zigzag")

# hexagon tiling
grid::grid.newpage()
grid.pattern_regular_polygon(x_hex, y_hex, color = "transparent",
                             fill = c("white", "grey", "black"),
                             density = 1.0, spacing = 0.1,
                             shape = "convex6", grid = "hex")

# triangle tiling
grid::grid.newpage()
grid.pattern_regular_polygon(x_hex, y_hex, fill = "green",
                             density = 1.0, spacing = 0.1,
                             shape = "convex3", grid = "hex")

```

---

```
grid.pattern_rose      Rose curve patterned grobs
```

---

**Description**

grid.pattern\_rose() draws a rose curve pattern onto the graphic device.

**Usage**

```

grid.pattern_rose(
  x = c(0, 0, 1, 1),
  y = c(1, 0, 0, 1),
  id = 1L,
  ...,
  colour = gp$col %||% "grey20",
  fill = gp$fill %||% "grey80",
  angle = 30,
  density = 0.2,
  spacing = 0.05,
  xoffset = 0,
  yoffset = 0,
  units = "npc",
  frequency = 0.1,
  grid = "square",
  type = NULL,
  subtype = NULL,
  rot = 0,
  alpha = gp$alpha %||% NA_real_,
  linetype = gp$lty %||% 1,
  linewidth = size %||% gp$lwd %||% 1,
  size = NULL,
  use_R4.1_masks = getOption("ggpattern_use_R4.1_masks",
    getOption("ggpattern_use_R4.1_features")),
  png_device = NULL,
  res = getOption("ggpattern_res", 72),
  default.units = "npc",
  name = NULL,
  gp = gpar(),
  draw = TRUE,
  vp = NULL
)

```

**Arguments**

x	A numeric vector or unit object specifying x-locations of the pattern boundary.
y	A numeric vector or unit object specifying y-locations of the pattern boundary.
id	A numeric vector used to separate locations in x, y into multiple boundaries. All locations within the same id belong to the same boundary.
...	Currently ignored.
colour	Stroke colour(s).
fill	Fill colour(s) or <code>grid::pattern()</code> / gradient object(s).
angle	Rotation angle in degrees.
density	Approx. fraction of area the pattern fills.
spacing	Spacing between repetitions of pattern (in units units).

xoffset	Shift pattern along x axis (in units units).
yoffset	Shift pattern along y axis (in units units).
units	<code>grid::unit()</code> units for spacing, xoffset, and yoffset parameters.
frequency	The “angular frequency” parameter of the rose pattern.
grid	Adjusts placement and density of certain graphical elements. “square” (default) is a square grid. “hex” is a hexagonal grid suitable for hexagonal and triangular tiling. “hex_circle” is a hexagonal grid suitable for circle packing. “elongated_triangle” is a grid used for the “elongated triangle” tiling.
type	Adjusts the repeating of certain aesthetics such as color. Can use any type in <code>names_hex</code> , <code>names_square</code> , or <code>names_weave</code> . See for <code>pattern_hex()</code> , <code>pattern_square()</code> , and <code>pattern_weave()</code> for more information about supported type arguments.
subtype	See for <code>pattern_hex()</code> , <code>pattern_square()</code> , and <code>pattern_weave()</code> for more information about supported subtype arguments.
rot	Angle to rotate rose (degrees, counter-clockwise).
alpha	Alpha (between 0 and 1) or NA (default, preserves colors’ alpha value).
linetype	Stroke linetype.
linewidth	Stroke linewidth.
size	For backwards compatibility can be used to set linewidth.
use_R4.1_masks	If TRUE use the grid mask feature introduced in R v4.1.0. If FALSE do a rasterGrob approximation. If NULL try to guess an appropriate choice. Note not all graphic devices support the grid mask feature.
png_device	“png” graphics device to save intermediate raster data with if <code>use_R4.1_masks</code> is FALSE. If NULL and suggested package <code>ragg</code> is available and versions are high enough we directly capture masked raster via <code>ragg::agg_capture()</code> . Otherwise we will use <code>png_device</code> (default <code>ragg::agg_png()</code> if available else <code>grDevices::png()</code> ) and <code>png::readPNG()</code> to manually compute a masked raster.
res	Resolution of desired rasterGrob in pixels per inch if <code>use_R4.1_masks</code> is FALSE.
default.units	A string indicating the default units to use if x or y are only given as numeric vectors.
name	A character identifier.
gp	An object of class “gpar”, typically the output from a call to the function <code>gpar</code> . This is basically a list of graphical parameter settings.
draw	A logical value indicating whether graphics output should be produced.
vp	A Grid viewport object (or NULL).

**Value**

A grid grob object invisibly. If `draw` is TRUE then also draws to the graphic device as a side effect.

**See Also**

See [https://en.wikipedia.org/wiki/Rose\\_\(mathematics\)](https://en.wikipedia.org/wiki/Rose_(mathematics)) for more information.

**Examples**

```

if (capabilities("png") || guess_has_R4.1_features("masks")) {
  x_hex <- 0.5 + 0.5 * cos(seq(2 * pi / 4, by = 2 * pi / 6, length.out = 6))
  y_hex <- 0.5 + 0.5 * sin(seq(2 * pi / 4, by = 2 * pi / 6, length.out = 6))
  gp <- grid::gpar(fill = c("blue", "red", "yellow", "green"), col = "black")
  grid.pattern_rose(x_hex, y_hex,
                   spacing = 0.15, density = 0.5, angle = 0,
                   frequency = 1:4, gp = gp)
}
if (capabilities("png") || guess_has_R4.1_features("masks")) {
  grid::grid.newpage()
  grid.pattern_rose(x_hex, y_hex,
                   spacing = 0.15, density = 0.5, angle = 0,
                   frequency = 1/1:4, gp = gp)
}
if (capabilities("png") || guess_has_R4.1_features("masks")) {
  grid::grid.newpage()
  grid.pattern_rose(x_hex, y_hex,
                   spacing = 0.18, density = 0.5, angle = 0,
                   frequency = c(3/2, 7/3, 5/4, 3/7), gp = gp)
}

```

---

grid.pattern\_stripe     *Stripe patterned grobs*

---

**Description**

grid.pattern\_stripe() draws a stripe pattern onto the graphic device.

**Usage**

```

grid.pattern_stripe(
  x = c(0, 0, 1, 1),
  y = c(1, 0, 0, 1),
  id = 1L,
  ...,
  colour = gp$col %||% "grey20",
  fill = gp$fill %||% "grey80",
  angle = 30,
  density = 0.2,
  spacing = 0.05,
  xoffset = 0,
  yoffset = 0,
  units = "snpc",
  alpha = gp$alpha %||% NA_real_,
  linetype = gp$lty %||% 1,
  linewidth = size %||% gp$lwd %||% 1,
  size = NULL,

```



```

    grid = "square",
    default.units = "npc",
    name = NULL,
    gp = gpar(),
    draw = TRUE,
    vp = NULL
)

```

### Arguments

x	A numeric vector or unit object specifying x-locations of the pattern boundary.
y	A numeric vector or unit object specifying y-locations of the pattern boundary.
id	A numeric vector used to separate locations in x, y into multiple boundaries. All locations within the same id belong to the same boundary.
...	Currently ignored.
colour	Stroke colour(s).
fill	Fill colour(s) or <code>grid::pattern()</code> / gradient object(s).
angle	Rotation angle in degrees.
density	Approx. fraction of area the pattern fills.
spacing	Spacing between repetitions of pattern (in units units).
xoffset	Shift pattern along x axis (in units units).
yoffset	Shift pattern along y axis (in units units).
units	<code>grid::unit()</code> units for spacing, xoffset, and yoffset parameters.
alpha	Alpha (between 0 and 1) or NA (default, preserves colors' alpha value).
linetype	Stroke linetype.
linewidth	Stroke linewidth.
size	For backwards compatibility can be used to set linewidth.
grid	Adjusts placement and density of certain graphical elements. "square" (default) is a square grid. "hex" is a hexagonal grid suitable for hexagonal and triangular tiling. "hex_circle" is a hexagonal grid suitable for circle packing. "elongated_triangle" is a grid used for the "elongated triangle" tiling.
default.units	A string indicating the default units to use if x or y are only given as numeric vectors.
name	A character identifier.
gp	An object of class "gpar", typically the output from a call to the function <code>gpar</code> . This is basically a list of graphical parameter settings.
draw	A logical value indicating whether graphics output should be produced.
vp	A Grid viewport object (or NULL).

### Value

A grid grob object invisibly. If draw is TRUE then also draws to the graphic device as a side effect.

**See Also**

[grid.pattern\_crosshatch()] and [grid.pattern\_weave()] for overlaying stripes.

**Examples**

```
x_hex <- 0.5 + 0.5 * cos(seq(2 * pi / 4, by = 2 * pi / 6, length.out = 6))
y_hex <- 0.5 + 0.5 * sin(seq(2 * pi / 4, by = 2 * pi / 6, length.out = 6))
grid.pattern_stripe(x_hex, y_hex, colour = "black",
                   fill = c("red", "blue"), density = 0.4)

# Can alternatively use "gpar()" to specify colour and line attributes
grid::grid.newpage()
grid.pattern_stripe(x_hex, y_hex, density = 0.3,
                   gp = grid::gpar(col = "blue", fill = "yellow"))
```

---

grid.pattern_text	<i>Text character patterned grobs</i>
-------------------	---------------------------------------

---

**Description**

grid.pattern\_text() draws a text character pattern onto the graphic device.

**Usage**

```
grid.pattern_text(
  x = c(0, 0, 1, 1),
  y = c(1, 0, 0, 1),
  id = 1L,
  ...,
  colour = gp$col %||% "grey20",
  angle = 30,
  spacing = 0.05,
  xoffset = 0,
  yoffset = 0,
  units = "snpc",
  scale = 0.5,
  shape = "X",
  grid = "square",
  type = NULL,
  subtype = NULL,
  rot = 0,
  alpha = gp$alpha %||% NA_real_,
  size = gp$fontsize %||% 12,
  fontfamily = gp$fontfamily %||% "sans",
  fontface = gp$fontface %||% "plain",
  use_R4.1_masks = getOption("ggpattern_use_R4.1_masks",
    getOption("ggpattern_use_R4.1_features")),
  png_device = NULL,
```

```

res = getOption("ggpattern_res", 72),
default.units = "npc",
name = NULL,
gp = gpar(),
draw = TRUE,
vp = NULL
)

```

## Arguments

x	A numeric vector or unit object specifying x-locations of the pattern boundary.
y	A numeric vector or unit object specifying y-locations of the pattern boundary.
id	A numeric vector used to separate locations in x, y into multiple boundaries. All locations within the same id belong to the same boundary.
...	Currently ignored.
colour	Stroke colour(s).
angle	Rotation angle in degrees.
spacing	Spacing between repetitions of pattern (in units units).
xoffset	Shift pattern along x axis (in units units).
yoffset	Shift pattern along y axis (in units units).
units	<a href="#">grid::unit()</a> units for spacing, xoffset, and yoffset parameters.
scale	For star polygons, multiplier (between 0 and 1) applied to exterior radius to get interior radius.
shape	A character or expression vector. See label argument of <a href="#">grid::textGrob()</a> for more details.
grid	Adjusts placement and density of certain graphical elements. "square" (default) is a square grid. "hex" is a hexagonal grid suitable for hexagonal and triangular tiling. "hex_circle" is a hexagonal grid suitable for circle packing. "elongated_triangle" is a grid used for the "elongated triangle" tiling.
type	Adjusts the repeating of certain aesthetics such as color. Can use any type in names_hex, names_square, or names_weave. See for <a href="#">pattern_hex()</a> , <a href="#">pattern_square()</a> , and <a href="#">pattern_weave()</a> for more information about supported type arguments.
subtype	See for <a href="#">pattern_hex()</a> , <a href="#">pattern_square()</a> , and <a href="#">pattern_weave()</a> for more information about supported subtype arguments.
rot	Angle to rotate regular polygon (degrees, counter-clockwise).
alpha	Alpha (between 0 and 1) or NA (default, preserves colors' alpha value).
size	FontSize
fontfamily	The font family. See <a href="#">grid::gpar()</a> for more details.
fontface	The font face. See <a href="#">grid::gpar()</a> for more details.
use_R4.1_masks	If TRUE use the grid mask feature introduced in R v4.1.0. If FALSE do a rasterGrob approximation. If NULL try to guess an appropriate choice. Note not all graphic devices support the grid mask feature.

png_device	“png” graphics device to save intermediate raster data with if use_R4.1_masks is FALSE. If NULL and suggested package ragg is available and versions are high enough we directly capture masked raster via <code>ragg::agg_capture()</code> . Otherwise we will use png_device (default <code>ragg::agg_png()</code> if available else <code>grDevices::png()</code> ) and <code>png::readPNG()</code> to manually compute a masked raster.
res	Resolution of desired rasterGrob in pixels per inch if use_R4.1_masks is FALSE.
default.units	A string indicating the default units to use if x or y are only given as numeric vectors.
name	A character identifier.
gp	An object of class “gpar”, typically the output from a call to the function <code>gpar</code> . This is basically a list of graphical parameter settings.
draw	A logical value indicating whether graphics output should be produced.
vp	A Grid viewport object (or NULL).

### Value

A grid grob object invisibly. If draw is TRUE then also draws to the graphic device as a side effect.

### Examples

```
if (capabilities("png") &&
    gridpattern:::device_supports_unicode()) {
  x_hex <- 0.5 + 0.5 * cos(seq(2 * pi / 4, by = 2 * pi / 6, length.out = 6))
  y_hex <- 0.5 + 0.5 * sin(seq(2 * pi / 4, by = 2 * pi / 6, length.out = 6))

  playing_card_symbols <- c("\u2660", "\u2665", "\u2666", "\u2663")
  grid.pattern_text(x_hex, y_hex,
                   shape = playing_card_symbols,
                   colour = c("black", "red", "red", "black"),
                   size = 18, spacing = 0.1, angle = 0)
}
```

---

grid.pattern_wave	<i>Wave patterned grobs</i>
-------------------	-----------------------------

---

### Description

`grid.pattern_wave()` draws a wave pattern onto the graphic device.

### Usage

```
grid.pattern_wave(
  x = c(0, 0, 1, 1),
  y = c(1, 0, 0, 1),
  id = 1L,
```

```

...,
colour = gp$col %||% "grey20",
fill = gp$fill %||% "grey80",
angle = 30,
density = 0.2,
spacing = 0.05,
xoffset = 0,
yoffset = 0,
units = "snpc",
amplitude = 0.5 * spacing,
frequency = 1/spacing,
alpha = gp$alpha %||% NA_real_,
linetype = gp$lty %||% 1,
linewidth = size %||% gp$lwd %||% 1,
size = NULL,
grid = "square",
type = "triangle",
default.units = "npc",
name = NULL,
gp = gpar(),
draw = TRUE,
vp = NULL
)

```

### Arguments

x	A numeric vector or unit object specifying x-locations of the pattern boundary.
y	A numeric vector or unit object specifying y-locations of the pattern boundary.
id	A numeric vector used to separate locations in x, y into multiple boundaries. All locations within the same id belong to the same boundary.
...	Currently ignored.
colour	Stroke colour(s).
fill	Fill colour(s) or <code>grid::pattern()</code> / gradient object(s).
angle	Rotation angle in degrees.
density	Approx. fraction of area the pattern fills.
spacing	Spacing between repetitions of pattern (in units units).
xoffset	Shift pattern along x axis (in units units).
yoffset	Shift pattern along y axis (in units units).
units	<code>grid::unit()</code> units for amplitude, frequency, spacing, xoffset, and yoffset parameters.
amplitude	Wave amplitude (in units units)
frequency	Linear frequency (in inverse units units)
alpha	Alpha (between 0 and 1) or NA (default, preserves colors' alpha value).
linetype	Stroke linetype.

linewidth	Stroke linewidth.
size	For backwards compatibility can be used to set linewidth.
grid	Adjusts placement and density of certain graphical elements. "square" (default) is a square grid. "hex" is a hexagonal grid suitable for hexagonal and triangular tiling. "hex_circle" is a hexagonal grid suitable for circle packing. "elongated_triangle" is a grid used for the "elongated triangle" tiling.
type	Either "sine" or "triangle" (default).
default.units	A string indicating the default units to use if x or y are only given as numeric vectors.
name	A character identifier.
gp	An object of class "gpar", typically the output from a call to the function <code>gpar</code> . This is basically a list of graphical parameter settings.
draw	A logical value indicating whether graphics output should be produced.
vp	A Grid viewport object (or NULL).

**Value**

A grid grob object invisibly. If draw is TRUE then also draws to the graphic device as a side effect.

**See Also**

Use `grid.pattern_stripe()` for straight lines instead of waves.

**Examples**

```
x_hex <- 0.5 + 0.5 * cos(seq(2 * pi / 4, by = 2 * pi / 6, length.out = 6))
y_hex <- 0.5 + 0.5 * sin(seq(2 * pi / 4, by = 2 * pi / 6, length.out = 6))
grid::grid.newpage()
grid.pattern_wave(x_hex, y_hex, colour = "black", type = "sine",
  fill = c("red", "blue"), density = 0.4,
  spacing = 0.15, angle = 0,
  amplitude = 0.05, frequency = 1 / 0.20)

# zig-zag pattern is a wave of `type` "triangle"
grid::grid.newpage()
grid.pattern_wave(x_hex, y_hex, colour = "black", type = "triangle",
  fill = c("red", "blue"), density = 0.4,
  spacing = 0.15, angle = 0, amplitude = 0.075)
```

---

grid.pattern\_weave      *Weave patterned grobs*

---

**Description**

`grid.pattern_weave()` draws a weave pattern onto the graphic device.

**Usage**

```

grid.pattern_weave(
  x = c(0, 0, 1, 1),
  y = c(1, 0, 0, 1),
  id = 1L,
  ...,
  colour = gp$col %||% "grey20",
  fill = gp$fill %||% "grey80",
  fill2 = fill,
  angle = 30,
  density = 0.2,
  spacing = 0.05,
  xoffset = 0,
  yoffset = 0,
  alpha = gp$alpha %||% NA_real_,
  linetype = gp$lty %||% 1,
  linewidth = size %||% gp$lwd %||% 1,
  size = NULL,
  grid = "square",
  type = "plain",
  subtype = NA,
  default.units = "npc",
  name = NULL,
  gp = gpar(),
  draw = TRUE,
  vp = NULL
)

```

**Arguments**

x	A numeric vector or unit object specifying x-locations of the pattern boundary.
y	A numeric vector or unit object specifying y-locations of the pattern boundary.
id	A numeric vector used to separate locations in x, y into multiple boundaries. All locations within the same id belong to the same boundary.
...	Currently ignored.
colour	Stroke colour(s).
fill	The fill colour for the horizontal "weft" lines.
fill2	The fill colour for the vertical "warp" lines.
angle	Rotation angle in degrees.
density	Approx. fraction of area the pattern fills.
spacing	Spacing between repetitions of pattern (in units units).
xoffset	Shift pattern along x axis (in units units).
yoffset	Shift pattern along y axis (in units units).
alpha	Alpha (between 0 and 1) or NA (default, preserves colors' alpha value).

linetype	Stroke linetype.
linewidth	Stroke linewidth.
size	For backwards compatibility can be used to set linewidth.
grid	Adjusts placement and density of certain graphical elements. "square" (default) is a square grid. "hex" is a hexagonal grid suitable for hexagonal and triangular tiling. "hex_circle" is a hexagonal grid suitable for circle packing. "elongated_triangle" is a grid used for the "elongated triangle" tiling.
type	The weave type. See <a href="#">pattern_weave()</a> for more details.
subtype	The weave subtype. See <a href="#">pattern_weave()</a> for more details.
default.units	A string indicating the default units to use if x or y are only given as numeric vectors.
name	A character identifier.
gp	An object of class "gpar", typically the output from a call to the function <a href="#">gpar</a> . This is basically a list of graphical parameter settings.
draw	A logical value indicating whether graphics output should be produced.
vp	A Grid viewport object (or NULL).

### Value

A grid grob object invisibly. If draw is TRUE then also draws to the graphic device as a side effect.

### See Also

[pattern\\_weave\(\)](#)

### Examples

```
x_hex <- 0.5 + 0.5 * cos(seq(2 * pi / 4, by = 2 * pi / 6, length.out = 6))
y_hex <- 0.5 + 0.5 * sin(seq(2 * pi / 4, by = 2 * pi / 6, length.out = 6))
gp <- grid::gpar(colour = "black", fill = "lightblue", lwd=0.5)

# Plain weave (default weave)
grid.pattern_weave(x_hex, y_hex, fill2 = "yellow",
                  gp = gp, spacing = 0.1, density = 0.3)

# Irregular matt weave
grid::grid.newpage()
grid.pattern_weave(x_hex, y_hex, type = "matt_irregular",
                  fill2 = "yellow", gp = gp, spacing = 0.1, density = 0.3)

# Twill weave
grid::grid.newpage()
grid.pattern_weave(x_hex, y_hex, type = "twill",
                  fill2 = "yellow", gp = gp, spacing = 0.1, density = 0.3)

# Zig-zag twill
grid::grid.newpage()
grid.pattern_weave(x_hex, y_hex, type = "twill_zigzag",
```



```

        fill2 = "yellow", gp = gp, spacing = 0.05, density = 0.7)

# Herringbone twill with density 1
grid::grid.newpage()
gp$col <- NA
grid.pattern_weave(x_hex, y_hex, type = "twill_herringbone",
                  fill2 = "yellow", gp = gp, spacing = 0.05, density = 1.0)

```

---

guess\_has\_R4.1\_features

*Guess whether "active" graphics device supports the grid graphics features introduced in R v4.1.*

---

### Description

guess\_has\_R4.1\_features() guesses whether "active" graphics device supports the grid graphics features introduced in R v4.1. If it guesses it does it returns TRUE else FALSE.

### Usage

```

guess_has_R4.1_features(
  features = c("clippingPaths", "gradients", "masks", "patterns")
)

```

### Arguments

**features** Character vector of features to guess support for. Will return TRUE only if guesses support for all requested features.

- "clippingPaths"** Supports clipping path feature
- "gradients"** Supports (both linear and radial) gradient feature
- "masks"** Supports (alpha) mask feature
- "patterns"** Supports (tiling) pattern feature

### Value

TRUE if we guess all features are supported else FALSE

### Usage in other packages

To avoid taking a dependency on gridpattern you may copy the source of guess\_has\_R4.1\_features() into your own package under the permissive MIT No Attribution (MIT-0) license. Either use `usethis::use_standalone("trevorld/gridpattern", "standalone-guess_has_R4.1_features.R")` or copy the file `standalone-guess_has_R4.1_features.R` into your R directory and add `grDevices` and `utils` to the Imports of your DESCRIPTION file.

### See Also

<https://www.stat.auckland.ac.nz/~paul/Reports/GraphicsEngine/definitions/definitions.html> for more info about the new grid graphics features introduced in R v4.1.

**Examples**

```
# If R version (weakly) greater than 4.1 should be TRUE
pdf(tempfile(fileext = ".pdf"))
print(guess_has_R4.1_features())
invisible(dev.off())

# Should be FALSE
postscript(tempfile(fileext = ".ps"))
print(guess_has_R4.1_features())
invisible(dev.off())
```

---

mean\_col

*Compute average color*

---

**Description**

mean\_col() computes an average color.

**Usage**

```
mean_col(...)
```

**Arguments**

...            Colors to average

**Details**

We currently compute an average color by using the quadratic mean of the colors' RGBA values.

**Value**

A color string of 9 characters: "#" followed by the red, blue, green, and alpha values in hexadecimal.

**Examples**

```
mean_col("black", "white")
mean_col(c("black", "white"))
mean_col("red", "blue")
```

---

patternFill	<i>Create patterned fills by pattern name</i>
-------------	---

---

## Description

patternFill() returns `grid::pattern()` fill objects. It is a wrapper around `patternGrob()`.

## Usage

```
patternFill(  
  ...,  
  x = 0.5,  
  y = 0.5,  
  width = 1,  
  height = 1,  
  default.units = "npc",  
  just = "centre",  
  hjust = NULL,  
  vjust = NULL,  
  group = TRUE  
)
```

## Arguments

...	Passed to <code>patternGrob()</code> .
x, y, width, height	The size of the <code>grid::pattern()</code> tile.
default.units	The default <code>grid::unit()</code> unit to use for x, y, width, and height.
just, hjust, vjust	The justification of the tile relative to its location.
group	A logical indicating whether the pattern is relative to the bounding box of the grob or whether it is relative to individual shapes within the grob. Ignored if R is less than version 4.2.

## Value

A `grid::pattern()` fill object.

## Examples

```
if (guess_has_R4.1_features("patterns") &&  
    require("grid", quietly = TRUE)) {  
  grid.newpage()  
  stripe_fill <- patternFill("stripe", fill = c("red", "blue"))  
  grid.circle(gp = gpar(fill = stripe_fill))  
}
```

```

if (guess_has_R4.1_features("patterns") &&
    require("ggplot2", quietly = TRUE) &&
    (getRversion() >= "4.2")) {
  grid.newpage()
  weave_fill <- patternFill("weave", fill = "red", fill2 = "blue",
                           colour = "transparent")
  hex_fill <- patternFill("polygon_tiling", type = "hexagonal",
                         fill = c("black", "white", "grey"),
                         colour = "transparent")
  df <- data.frame(trt = c("a", "b"), outcome = c(1.9, 3.2))
  gg <- ggplot(df, aes(trt, outcome)) +
    geom_col(fill = list(weave_fill, hex_fill))
  plot(gg)
}

```

---

pattern\_hex

*Hex pattern matrix*

---

### Description

`pattern_hex()` returns an integer matrix indicating where each color (or other graphical element) should be drawn on a (horizontal) hex grid for a specified hex pattern type and subtype. `names_hex` lists the currently supported hex types.

### Usage

```
pattern_hex(type = "hex", subtype = NULL, nrow = 5L, ncol = 5L)
```

```
names_hex
```

### Arguments

<code>type</code>	Currently just supports "hex".
<code>subtype</code>	An integer indicating number of colors (or other graphical elements).
<code>nrow</code>	Number of rows (height).
<code>ncol</code>	Number of columns (width).

### Format

An object of class character of length 5.

### Details

**"hex"** Attempts to use a uniform coloring if it exists. For subtype 1L, 2L, and 3L we use the "hex1" pattern. For subtype 4L we use the "hex2" pattern. For subtype 7L we use the "hex3" pattern. Else a uniform coloring does not exist and we use the "hex\_skew" pattern.

**"hex1"** Provides the 1-uniform colorings of a hexagonal tiling. Only exists for subtype 1L, 2L, or 3L.

**"hex2"** Provides the 2-uniform colorings of a hexagonal tiling. Only exists for subtype 2L or 4L.

**"hex3"** Provides the 3-uniform colorings of a hexagonal tiling. Only exists for subtype 2L or 7L.

**"hex\_skew"** For the "hex\_skew" type we cycle through subtype elements on the horizontal line and "main" diagonal line. For some subtype numbers this may lead to noticeable color repeats on the "skew" diagonal line. If subtype is strictly greater than 2L then a hexagon should never touch another hexagon of the same color.

### Value

A matrix of integer values indicating where the each color or other graphical elements should be drawn on a horizontal hex grid (i.e. hexagons are assumed to be pointy side up). Indices [1,1] of the matrix corresponds to the bottom-left of the grid while indices [1,ncol] corresponds to the bottom-right of the grid. The even rows are assumed to be on the **left** of the ones on the odd rows (for those in the same column in the matrix). This matrix has a "pattern\_hex" subclass which supports a special print() method.

### See Also

[grid.pattern\\_regular\\_polygon\(\)](#) for drawing to a graphics device hexagons, triangles, circles, etc. in hexagon patterns. The tiling vignette features several examples of regular polygon tiling using this both the "hex" and "hex\_circle" types vignette("tiling", package = "gridpattern"). For more information on uniform colorings of a hexagonal tiling see [https://en.wikipedia.org/wiki/Hexagonal\\_tiling#Uniform\\_colorings](https://en.wikipedia.org/wiki/Hexagonal_tiling#Uniform_colorings).

### Examples

```
# supported hex names
print(names_hex)

# 1-uniform 3-color
hex_3color <- pattern_hex("hex1", 3L, nrow = 7L, ncol = 9L)
print(hex_3color)

# 2-uniform 4-color
hex_4color <- pattern_hex("hex2", 4L, nrow = 7L, ncol = 9L)
print(hex_4color)
```

---

pattern\_square

*Square pattern matrix*

---

### Description

pattern\_square() returns an integer matrix indicating where each color (or other graphical element) should be drawn on a rectangular grid for a specified square pattern type and subtype. names\_square lists the currently supported square types (excluding those in names\_weave).

**Usage**

```
pattern_square(type = "diagonal", subtype = NULL, nrow = 5L, ncol = 5L)
```

```
names_square
```

**Arguments**

type	Either "diagonal" (default), "diagonal_skew", "horizontal", "vertical", or any type in names_weave. See Details.
subtype	See Details. For "diagonal", "diagonal_skew", "horizontal", or "vertical" an integer of the desired number of colors (or other graphical elements).
nrow	Number of rows (height).
ncol	Number of columns (width).

**Format**

An object of class character of length 6.

**Details**

**"horizontal", "vertical"** "horizontal" and "vertical" simply cycle through the colors either horizontally or vertically. Use subtype to indicate the (integer) number of colors (or other graphical elements). "horizontal" will produce horizontal stripes of color whereas "vertical" will produce vertical stripes.

**"diagonal", "diagonal\_skew"** "diagonal" and "diagonal\_skew" simply cycle through the colors both horizontally and vertically. Use subtype to indicate the (integer) number of colors (or other graphical elements). If two colors are requested this provides the standard two-color checkerboard pattern. If there are more than three colors than "diagonal" will have colored diagonals going from top left to bottom right while "diagonal\_skew" will have them going from bottom left to top right.

**"square"** "square" attempts a uniform coloring using "square\_tiling" before falling back on "diagonal". If subtype is 1L, 2L, 3L, or 4L uses "square\_tiling" else uses "diagonal".

**"square\_tiling"** "square\_tiling" supports uniform coloring for (non-staggered) square tilings. Use subtype to either indicate the (integer) number of colors or a string with four integers such as "1231" (will fill in a 2x2 matrix by row which will then be tiled). Supports up to a max of four colors.

**any pattern from names\_weave** We simply convert the logical matrix returned by [pattern\\_weave\(\)](#) into an integer matrix by having any TRUE set to 1L and FALSE set to 2L. Hence the various weave patterns only support (up to) two-color patterns. See [pattern\\_weave\(\)](#) for more details about supported type and subtype.

**Value**

A matrix of integer values indicating where the each color (or other graphical element) should be drawn on a rectangular grid. Indices [1,1] of the matrix corresponds to the bottom-left of the grid while indices [1,ncol] corresponds to the bottom-right of the grid. This matrix has a "pattern\_square" subclass which supports a special `print()` method.

**See Also**

[grid.pattern\\_regular\\_polygon\(\)](#) for drawing to a graphics device polygons in multiple color/size/shape patterns. [pattern\\_weave\(\)](#) for more information on "weave" patterns.

**Examples**

```
# supported square names
print(names_square)

# (main) diagonal has colors going from top left to bottom right
diagonal <- pattern_square("diagonal", 4L, nrow = 7L, ncol = 9L)
print(diagonal)

# skew diagonal has colors going from bottom left to top right
skew <- pattern_square("diagonal_skew", 4L, nrow = 7L, ncol = 9L)
print(skew)

horizontal <- pattern_square("horizontal", 4L, nrow = 8L, ncol = 8L)
print(horizontal)

vertical <- pattern_square("vertical", 4L, nrow = 8L, ncol = 8L)
print(vertical)

# uniform coloring using 4 colors
color4 <- pattern_square("square_tiling", 4L, nrow = 7L, ncol = 9L)
print(color4)

# uniform coloring using 3 colors
color3 <- pattern_square("square_tiling", 3L, nrow = 7L, ncol = 9L)
print(color3)

# also supports the various 'weave' patterns
zigzag <- pattern_square("twill_zigzag", nrow = 15L, ncol = 9L)
print(zigzag)
```

---

pattern\_weave

*Weave pattern matrix*

---

**Description**

`pattern_weave()` returns a logical matrix indicating where the warp lines should be "up" for a specified weave pattern type and subtype. `names_weave` is a character vector listing supported weave pattern types.

**Usage**

```
pattern_weave(type = "plain", subtype = NULL, nrow = 5L, ncol = 5L)
```

`names_weave`

**Arguments**

type	Type of weave. See Details.
subtype	Subtype of weave. See Details.
nrow	Number of rows (length of warp).
ncol	Number of columns (length of weft).

**Format**

An object of class character of length 10.

**Details**

Here is a list of the various weave types supported:

- basket** A simple criss-cross pattern using two threads at a time. Same as the "matt\_irregular" weave but with a default subtype of 2L.
- matt** A simple criss-cross pattern using 3 (or more) threads at a time. Same as the "matt\_irregular" weave but with a default subtype of 3L.
- matt\_irregular** A generalization of the "plain" weave. A character subtype "U/D(L+R)" is a standard matt weave specification: U indicates number warp up, D indicates number warp down, L indicates number of warp up in repeat, and R indicates number of warp down in repeat. An integer subtype N will be interpreted as a "N/N(N+N)" irregular matt weave. A character subtype "U/D" will be interpreted as a "U/D(U+D)" irregular matt weave. Has a default subtype of "3/2(4+2)".
- plain** A simple criss-cross pattern. Same as the "matt\_irregular" weave but with a default subtype of 1L.
- rib\_warp** A plain weave variation that emphasizes vertical lines. An integer subtype N will be interpreted as a "matt\_irregular" "N/N(1+1)" weave. A character subtype "U/D" will be interpreted as a "matt\_irregular" "U/D(1+1)" weave. Default subtype of 2L.
- satint** A "regular" satin weave is a special type of the elongated twill weave with a move number carefully chosen so no twill line is distinguishable. Same as the "twill\_elongated" weave but with a default subtype of 5L.
- twill** A simple diagonal pattern. Same as the "twill\_elongated" weave but with a default subtype of "2/1".
- twill\_elongated** A generalization of the "twill" weave. A character subtype "U/D(M)" is a standard twill weave specification: U indicates number warp up, D indicates number warp down, and M indicates the "move" number. A character subtype "U/D" will be interpreted as a "U/D(1)" elongated twill weave. An integer subtype N will provide a "{N-1}/1(1)" elongated twill weave if N is less than 5, 6, or greater than 14 otherwise it will provide a "{N-1}/1(M)" weave where M is the largest possible regular "satin" move number. Default subtype of "4/3(2)".
- twill\_herringbone** Adds a (vertical) "herringbone" effect to the specified "twill\_elongated" weave. Default subtype of "4/3(2)".
- twill\_zigzag** Adds a (vertical) "zig-zag" effect to the specified "twill\_elongated" weave. Default subtype of "4/3(2)".



For both "matt" and "twill" weaves the U/D part of the subtype can be further extended to U1/D1\*U2/D2, U1/D1\*U2/D2\*U3/D3, etc. For the "matt" weave the "(L+R)" part of the subtype can be further extended to (L1+R1+L2+R2), (L1+R1+L2+R2+L3+R3), etc.

### Value

A matrix of logical values indicating where the "warp" is "up" (if TRUE) or "down" (if FALSE). Indices [1,1] of the matrix corresponds to the bottom-left of the weave while indices [1,ncol] corresponds to the bottom-right of the weave. This matrix has a "pattern\_weave" subclass which supports a special print() method.

### See Also

`grid.pattern_weave()` for drawing weaves onto a graphics device. See <https://textilestudycenter.com/derivatives-of-plain-weave/> for further information on the "matt" family of weaves, <https://textilelearner.net/twill-weave-features-classification-derivatives-and-uses/> for further information on the "twill" family of weaves, and <https://texwiz101.blogspot.com/2012/03/features-and-classification-of-satin.html> for further information on "satin" weaves.

### Examples

```
# supported weave names
print(names_weave)

plain <- pattern_weave("plain", nrow = 7, ncol = 9)
print(plain)

matt_irregular <- pattern_weave("matt_irregular", nrow = 9, ncol = 11)
print(matt_irregular)

satin <- pattern_weave("satin", nrow = 9, ncol = 11)
print(satin)

twill <- pattern_weave("twill", nrow = 9, ncol = 11)
print(twill)

twill_zigzag <- pattern_weave("twill_zigzag", nrow = 18, ncol = 11)
print(twill_zigzag)
```

---

reset_image_cache	<i>Reset 'gridpattern' image cache</i>
-------------------	--

---

### Description

`grid.pattern_image()` and `grid.pattern_placeholder()` store images in a cache (so we won't download image URLs over and over). `reset_image_cache()` resets this cache.



---

update_alpha	<i>Update colour and/or pattern transparency</i>
--------------	--

---

### Description

update\_alpha() modifies the transparency of colours and/or patterns.

### Usage

```
update_alpha(fill, alpha)
```

### Arguments

fill	A fill colour given as a character or integer vector, or as a (list of) <GridPattern> object(s) and/or colour(s).
alpha	A transparency value between 0 (transparent) and 1 (opaque), parallel to fill.

### Details

- This is a fork of pattern utilities mainly added to {ggplot2} by Teun van den Brand.
- update\_alpha() does not depend on {ggplot2} or {scales}.
- Like `ggplot2::fill_alpha()` but unlike `scales::alpha()` it also attempts to set the transparency of <GridPattern> objects.
- Unlike `ggplot2::fill_alpha()` it will work on a list of length one containing a vector of color strings.

### Value

A character vector of colours or list of <GridPattern> objects.

### Usage in other packages

To avoid taking a dependency on gridpattern you may copy the source of update\_alpha() into your own package under the permissive MIT license. Either use `usethis::use_standalone("trevorld/gridpattern", "standalone-update_alpha.R")` or copy the file update\_alpha.R into your R directory and add grDevices, grid, and rlang to the Imports of your DESCRIPTION file.

### Examples

```
# Typical color input
update_alpha("red", 0.5)

# Pattern input
if (getRversion() >= "4.2" && requireNamespace("grid", quietly = TRUE)) {
  update_alpha(list(grid::linearGradient()), 0.5)
}
```

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