

# Package: gridDebug (via r-universe)

October 28, 2024

**Version** 0.5-1

**Depends** R (>= 3.0)

**Imports** methods, grid, graph, gridGraphviz, gridSVG (>= 1.1)

**Suggests** lattice, ggplot2

**SystemRequirements** graphviz

**Title** Debugging 'grid' Graphics

**Author** Paul Murrell and Velvet Ly.

**Maintainer** Paul Murrell <p.murrell@auckland.ac.nz>

**Description** Functions for drawing scene trees representing scenes that have been drawn using grid graphics.

**License** GPL (>= 2)

**NeedsCompilation** no

**Repository** CRAN

**Date/Publication** 2020-06-30 04:50:02 UTC

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gridTree	<i>Draw a grid scene graph</i>
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## Description

This function draws a node-and-edge graph representing the current **grid** scene.

**Usage**

```
gridTree(grobNodeAttrs=list(shape="circle", fillcolor="black",
                             fontcolor="white"),
         vpNodeAttrs=list(shape="box", fillcolor="grey90",
                           fontcolor="black"),
         grob2grobAttrs=list(color="black", lty="solid", lwd=1),
         vp2vpAttrs=list(color="black", lty="solid", lwd=1),
         grob2vpAttrs=list(color="black", lty="dotted", lwd=1),
         vp2grobAttrs=list(color="grey", lty="solid", lwd=2),
         split=TRUE, grid=TRUE,
         grobs=TRUE, viewports=TRUE, draw=TRUE)
```

**Arguments**

<code>grobNodeAttrs</code>	Named list of attribute settings for nodes representing grobs.
<code>vpNodeAttrs</code>	Named list of attribute settings for nodes representing viewports.
<code>grob2grobAttrs</code>	Named list of attribute settings for edges between two grobs.
<code>vp2vpAttrs</code>	Named list of attribute settings for edges between two viewports.
<code>grob2vpAttrs</code>	Named list of attribute settings for edges from a grob to a viewport.
<code>vp2grobAttrs</code>	Named list of attribute settings for edges from a viewport to a grob.
<code>split</code>	Logical indicating whether to break long node names across multiple lines.
<code>grid</code>	Logical indicating whether to draw the graph using traditional graphics or <b>grid</b> .
<code>grobs</code>	Logical indicating whether to include nodes in the graph for grobs in the scene.
<code>viewports</code>	Logical indicating whether to include nodes in the graph for viewports in the scene.
<code>draw</code>	Logical indicating whether to draw the graph.

**Details**

The attribute names must be valid graphviz attribute names.

**Value**

Invisibly returns a graph object.

**Author(s)**

Paul Murrell

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gridTreeTips	<i>Add tooltips to a grid scene graph.</i>
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**Description**

Produces an SVG version of a scene graph with tooltips that show node labels when the mouse hovers over a graph node.

**Usage**

```
gridTreeTips(filename = "Rplots.svg", ..., grid = TRUE)
```

**Arguments**

filename	The name of the SVG file that is produced.
...	Arguments that will be passed to gridTree().
grid	Logical indicating whether to draw the scene graph using grid; setting this to FALSE will produce an error.

**Details**

This function first produces a grid scene graph from the current page, then produces an SVG version (with tooltips).

**Author(s)**

Paul Murrell

**See Also**

[gridTree](#)

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grobBrowser	<i>Add tooltips to a grid scene.</i>
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**Description**

Produces an SVG version of a grid scene with tooltips that show grob labels when the mouse hovers over a grob.

**Usage**

```
grobBrowser(filename = "Rplots.svg")
```

**Arguments**

filename      The name of the SVG file that is produced.

**Author(s)**

Paul Murrell

**See Also**

[gridTree](#)

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