

Package: Rsgf (via r-universe)

August 25, 2024

Title SGF (Smart Game File) File Format Import
Version 1.0.0
Date 2021-07-13
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Description Import SGF (Smart Game File) into R.
Imports ggplot2, methods, png, stringi, stringr, utils
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NeedsCompilation no
Date/Publication 2021-07-15 07:20:02 UTC
Repository <https://bcable.r-universe.dev>
RemoteUrl <https://github.com/cran/Rsgf>
RemoteRef HEAD
RemoteSha 26e69a08fb979c15e5dc262bda94f5bacd672849

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

Imports SGF (Smart Game File)

Usage

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

Arguments

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

Value

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

Author(s)

Brad Cable

Examples

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

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

# Graph heatmap
Rsgf::boardHeatMap(agg_games)

# Extended Player Card and Heatmap Examples
# https://bcable.net/analysis-Rsgf_period_cards.html
# https://bcable.net/analysis-Rsgf_moves_anim.html
# https://bcable.net/analysis-Rsgf_player_card.html
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