Package 'Rsgf'

January 20, 2025

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

Repository CRAN

Date/Publication 2021-07-15 07:20:02 UTC

Contents

Rsgf *R package that imports SGF (Smart Game File). Used for Go and other board games*

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)

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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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