

# Package ‘string2path’

March 26, 2025

**Title** Rendering Font into 'data.frame'

**Version** 0.2.2

**Description** Extract glyph information from font data, and translate the outline curves to flattened paths or tessellated polygons. The converted data is returned as a 'data.frame' in easy-to-plot format.

**License** MIT + file LICENSE

**Depends** R (>= 4.2)

**Imports** tibble, cli

**Suggests** testthat (>= 3.0.0), vdiffr

**URL** <https://yutanihilation.github.io/string2path/>,  
<https://github.com/yutanihilation/string2path>

**BugReports** <https://github.com/yutanihilation/string2path/issues>

**Encoding** UTF-8

**RoxygenNote** 7.3.2

**SystemRequirements** Cargo (Rust's package manager), rustc

**Biarch** true

**Config/testthat/edition** 3

**Config/string2path/MSRV** 1.78.0

**NeedsCompilation** yes

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dump_fontdb	<i>Dump the Font Database</i>
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**Description**

For debugging purposes, extract all font faces on the font database which 'string2path' uses internally.

**Usage**

```
dump_fontdb()
```

**Value**

A tibble() containing these columns:

**source** The source file of the font face.

**index** The index of the font face within the source.

**family** The font family of the face.

**weight** The weight of the face.

**style** The style of the face.

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string2path	<i>Convert a String to Paths</i>
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**Description**

string2path() converts a text to the paths of the width-less outlines of each glyph. string2stroke() converts a text to the paths of the outlines, with the specified line width, of each glyph. string2fill() converts a text to the paths of the filled polygon of each glyph.

**Usage**

```
string2path(
  text,
  font,
  font_weight = c("normal", "thin", "extra_thin", "light", "medium", "semibold", "bold",
    "extra_bold", "black"),
  font_style = c("normal", "italic", "oblique"),
  tolerance = 5e-05
)

string2stroke(
```

```

    text,
    font,
    font_weight = c("normal", "thin", "extra_thin", "light", "medium", "semibold", "bold",
      "extra_bold", "black"),
    font_style = c("normal", "italic", "oblique"),
    tolerance = 5e-05,
    line_width = 0.03
  )

string2fill(
  text,
  font,
  font_weight = c("normal", "thin", "extra_thin", "light", "medium", "semibold", "bold",
    "extra_bold", "black"),
  font_style = c("normal", "italic", "oblique"),
  tolerance = 5e-05
)

```

### Arguments

text	A text to convert to paths.
font	A font family (e.g. "Arial") or a path to a font file (e.g. "path/to/font.ttf").
font_weight	A font weight.
font_style	A font style.
tolerance	Maximum distance allowed between the curve and its approximation. For more details, please refer to <a href="#">the documentation of the underlying Rust library</a> .
line_width	Line width of strokes.

### Value

A tibble() containing these columns:

**x** x position of the point on the path, scaled to x / line height. The left side of the first glyph is at x = 0.

**y** Y position of the point on the path, scaled to y / line height. The baseline of the first line is at y = 0.

**glyph\_id** IDs to distinguish the glyphs.

**path\_id** IDs to distinguish the groups of paths.

**triangle\_id** IDs to distinguish the triangles. string2path() doesn't contain this column.

### Examples

```

available_fonts <- dump_fontdb()

if (nrow(available_fonts) > 0) {
  family <- available_fonts$family[1]
  weight <- available_fonts$weight[1]
}

```

```

style <- available_fonts$style[1]

# Not all fonts can handle "TEXT" glyph. Stop here if it's the case.
skip <- inherits(try(string2path("TEXT", family, weight, style)), "try-error")
if (!skip) {
  # string2path() converts a text to paths
  d_path <- string2path("TEXT", family, weight, style)
  if (nrow(d_path) > 0) {
    plot(d_path$x, d_path$y)
    for (p in split(d_path, d_path$path_id)) {
      lines(p$x, p$y)
    }
  }

  # string2stroke() converts a text to strokes
  d_stroke <- string2stroke("TEXT", family, weight, style)
  if (nrow(d_stroke) > 0) {
    plot(d_stroke$x, d_stroke$y)

    # The stroke is split into triangles, which can be distinguished by `triangle_id`
    set.seed(2)
    for (p in split(d_stroke, d_stroke$triangle_id)) {
      polygon(p$x, p$y, col = rgb(runif(1), runif(1), runif(1), 0.8))
    }
  }

  # string2fill() converts a text to filled polygons
  d_fill <- string2fill("TEXT", family, weight, style)
  if (nrow(d_fill) > 0) {
    plot(d_fill$x, d_fill$y)

    # The polygon is split into triangles, which can be distinguished by `triangle_id`
    set.seed(2)
    for (p in split(d_fill, d_fill$triangle_id)) {
      polygon(p$x, p$y, col = rgb(runif(1), runif(1), runif(1), 0.8))
    }
  }
}
}
}

```

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