

Package: svgViewR (via r-universe)

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Description Creates 3D animated, interactive visualizations that can be viewed in a web browser.

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LinkingTo Rcpp

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svgViewR-package	<i>3D Animated Interactive Visualizations using SVG and WebGL</i>
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Description

The `svgViewR` package allows users to create 3D animated, interactive visualizations that can be viewed in a web browser. Please see [svgViewR tutorials](#) for examples of how to use this package.

Details

Package:	svgViewR
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Author(s)

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objToJSON	<i>Converts OBJ to JSON</i>
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Description

Converts a mesh file in the OBJ format into the JSON format

Usage

```
objToJSON(obj, file = NULL)
```

Arguments

<code>obj</code>	A filepath to a file of type <code>'obj'</code> or an <code>'obj'</code> object, the value returned by the function <code>readOBJ</code> .
<code>file</code>	A filepath to a file of type <code>'json'</code> where the converted <code>obj</code> object will be saved. If is <code>NULL</code> (default) then no file is written and the JSON object is returned.

Details

This function convert a Wavefront .obj file or OBJ object into a JSON (JavaScript Object Notation) object and optionally saves this JSON object as a .json file. This function was written in order directly convert CT scan meshes exported from Horos into the JSON format for web visualization, eliminating intermediate conversions in programs such as meshlab and Blender. See [readOBJ](#) for more details and limitations in .obj file reading.

Value

A JSON object, if file is NULL

Author(s)

Aaron Olsen

See Also

[readOBJ](#)

Examples

```
## Not run:
# Convert OBJ to JSON file
objToJSON(obj='obj_file.obj', file='json_file.json')

# Convert OBJ to JSON list object
json_list <- objToJSON(obj='obj_file.obj')

## End(Not run)
```

readOBJ

Reads an OBJ file

Description

Reads a mesh file in the OBJ format and returns an object of class 'obj'

Usage

```
readOBJ(file, scaling = 1)

## S3 method for class 'obj'
print(x, ...)
```

Arguments

file	A filepath to a file of type '.obj'.
scaling	A scaling factor to be applied to the vertices.
x	an object used to select a method.
...	further arguments passed to or from other methods.

Details

This function convert a Wavefront .obj file or OBJ object into a JSON (JavaScript Object Notation) object and optionally saves this JSON object as a .json file. This function only provides basic functionality, reading only vertices, normals, and faces. It has only been tested on the .obj files returned from the DICOM Medical Image Viewer Horos (formerly Osirix). This function was written in order directly convert CT scan meshes exported from Horos into the JSON format for web visualization, eliminating intermediate conversions in programs such as meshlab and Blender.

Value

a list of class "obj" with the following elements:

vertices	Mesh vertices.
normals	Normal vectors, at each vertex.
faces	Mesh faces (indices to vertices).
metadata	Mesh metadata.

Author(s)

Aaron Olsen

See Also

[objToJSON](#)

Examples

```
## Not run:  
# Read an .obj file  
obj <- readOBJ('obj_file.obj')  
  
# Print obj object  
print(obj)  
  
## End(Not run)
```

 svg.arrows

 Write arrows to Viewer

Description

Draws static and animated arrow(s) in Viewer.

Usage

```
svg.arrows(x, y=NULL, name="arrow", col="black", z.index=0, layer="",
           label="", lwd=1, len='auto', angle=0.4, opacity=1, file=NULL)
```

Arguments

x	For a single static arrow, a 2x3 matrix in which the rows are the start and end point in 3D. For a single animated arrow, a 2x3xi array in which the first two dimensions specify the start and end point of the arrow and i is the number of animation iterations. For multiple static arrows, a list of length n, each element being a 2x3 matrix, in which n is the number of arrows. For multiple animated arrows, a list of length n, each element being a 2x3xi array indicating the start and end points of each arrow over i iterations.
y	If x is a vector, the coordinates on the y-axis.
name	The name of the drawn object.
col	The stroke color of the arrow.
z.index	A number indicating the relative order in which the object will be drawn in the viewer. Higher numbers correspond to closer to the front or top.
layer	A text string indicating the layer in which the object belongs (not yet fully implemented).
label	A label to be added to the object in SVG tag.
lwd	The thickness of the arrow.
len	The length of the arrowhead.
angle	The angle (in radians) between the arrowhead lines and the main shaft of the arrow.
opacity	The opacity of the arrow.
file	File path (having the extension ".html") to add lines to a current Viewer file. By default (i.e. NULL) lines are added to the Viewer opened by svg.new .

Details

This function accepts many different input types for x to plot four different arrow types: a single static arrow, multiple static arrows, a single animated arrow, and multiple animated arrows. For worked examples, please see [Plotting arrows with svgViewR](#). The first of these worked examples is included in the examples below.

Value

NULL

Author(s)

Aaron Olsen

See Also[svg.new](#), [svg.lines](#)**Examples**

```
## Not run:
## Create arrow
arrow <- rbind(rep(0,3), rep(1,3))

# Open a connection to .html file
svg.new(file='plot_static_arrow.html')

# Add arrow
svg.arrows(arrow)

# Add a coordinate axis planes around the arrow
svg_frame <- svg.frame(arrow)

# Close the file connection
svg.close()

## End(Not run)
```

`svg.bboxLight`*Adds light(s) to Viewer*

Description

Adds point light(s) in Viewer at corners of bounding box.

Usage

```
svg.bboxLight(x=c(1,1,1), col='#FFFFDD', intensity=1, distance=3, hidden = TRUE)
```

Arguments

<code>x</code>	The corner(s) where a light source (vector) or multiple light sources (matrix) should be added.
<code>col</code>	The color of the light.
<code>intensity</code>	The intensity of the light.

distance	The distance from the light where the intensity is 0.
hidden	A logical indicating whether the light source location should be indicated by a yellow sphere. By default the sphere is hidden. Setting this to FALSE may be useful for troubleshooting light positions (so that they can be viewed directly in the scene).

Details

This function only works in the webgl plotting mode (i.e. when the mode parameter of [svg.new](#) is 'webgl'). This function creates a point light (if x is a vector) or lights (if x is a matrix) in the Viewer scene at the specified coordinates (x). The point light is the PointLight object in the three.js library.

Value

NULL

Author(s)

Aaron Olsen

See Also

[svg.new](#)

Examples

```
## Not run:  
# Create new Viewer  
svg.new(mode='webgl')  
  
# Add object  
svg.cylinder(ends=rbind(c(0,0,0), c(0,10,0)), radius=1, col='green')  
  
# Add lights in four corners of the bounding box  
svg.bboxLight(x=rbind(c(1,1,1), c(-1,1,1), c(-1,-1,-1), c(1,-1,-1)))  
  
# Close connection  
svg.close()  
  
## End(Not run)
```

svg.close

Closes Viewer connection

Description

Closes the connection to the Viewer file.

Usage

```
svg.close(wait = FALSE, quiet = TRUE)
```

Arguments

wait	Whether connection should stay open (wait) until the user closes the browser window. This parameter only applies if the file input to svg.new is NULL.
quiet	Whether message should be printed to console.

Details

This function closes the connection to the Viewer file opened by [svg.new](#). If no file is input to [svg.new](#) and the mode is 'webgl' then calling `svg.close` will signal that all objects have been plotted and the Viewer will open in the default web browser.

Value

NULL

Author(s)

Aaron Olsen

See Also

[svg.new](#)

Examples

```
## Not run:  
# Create new Viewer  
svg.new(mode='webgl')  
  
# Add object  
svg.cylinder(ends=rbind(c(0,0,0), c(0,10,0)), radius=1, col='green')  
  
# Close connection  
svg.close()  
  
## End(Not run)
```


Description

A function taking coordinates given in various ways and joining the corresponding points with line segments in an SVG Viewer.

Usage

```
svg.lines(x, y=NULL, col="black", z.index=0, layer="", name="line", label="",  
         lwd=1, opacity=1, seg=1, ontop=FALSE, file=NULL)
```

Arguments

x	A vector, matrix or array of 2D or 3D coordinates to be joined by a line or lines. Coordinates input as an array will be animated.
y	If x is a vector, the coordinates on the y-axis to be joined by a line or lines.
col	The color of the line(s).
z.index	A number indicating the relative order in which the SVG object will be drawn in the viewer. Higher numbers correspond to closer to the front or top.
layer	A text string indicating the layer in which the SVG object belongs (not yet fully implemented).
name	The name of the drawn object.
label	A label to be added to the SVG object in SVG tag.
lwd	The thickness of the line(s).
opacity	A number between 0 and 1 indicating the opacity of the line(s).
seg	The number of segments to use in drawing the line.
ontop	Whether the line should appear on top of all other objects in the viewer (to manually set order in cases of incorrect ordering due to partial opacities).
file	File path (having the extension ".html") to add lines to a current SVG Viewer file. By default (i.e. NULL) lines are added to the SVG Viewer opened by svg.new .

Details

This function accepts input similar to the native plot function `lines()`. If x and y are vectors, they are combined into a matrix using `cbind()`. If x is a matrix, this matrix is used directly. Lines are then drawn between points indicated by consecutive rows. So for a 2-row matrix one line would be drawn, for a 3-row matrix two lines would be drawn, etc.

If x is an array, the array is interpreted as a series of matrices, each representing a state of the line or line(s) in an animation of length `dim(x)[3]`. Each of the `dim(x)[3]` matrices is used to draw each state in a manner identical to when x is a matrix.

The graphical parameters `col`, `z.index`, `layer`, `label`, `lwd`, and `opacity` can all be vectors of length one or of the same length as the number of lines to be drawn (see Examples). This allows different parameters to be specified for each line or for different animation states, depending on the number of graphical parameters specified.

Value

NULL

Author(s)

Aaron Olsen

See Also

[svg.new](#), [svg.pathsC](#), [svg.points](#)

Examples

```
## Not run:
## Create static and animated lines
# Create new viewer
svg.new(file='svgviewr.html', animate.duration=1)

# Plot 3 connected lines with 3 different colors
svg.lines(x=rbind(c(30,-20,0), c(30,-30,0), c(40,-30,0), c(40,-35,0)),
  col=c("red", "green", "blue"), lwd=5, opacity=0.7)

# Plot single line that switches among 3 colors
svg.lines(x=rbind(c(15,0,0), c(15,-20,0)), col=c("red", "green", "blue"), lwd=3, opacity=0.7)

# Create a line in two animation states
arr <- array(c(rbind(c(15,-30,0), c(15,-50,0)), rbind(c(10,-30,0), c(10,-50,0))), dim=c(2,3,2))

# Plot
svg.lines(x=arr, col=c("red", "green"), lwd=3, opacity=0.7)

# Create two connected lines in 3 animation states
arr <- array(c(30,30,40, -40,-50,-50, 0,0,0, 40,40,50, -40,-50,-50,
  0,0,0, 50,50,60, -40,-50,-50, 0,0,0), dim=c(3,3,3))

# Plot
svg.lines(x=arr, col=c("red", "green"), lwd=5, opacity=0.7)

# Close connection
svg.close()

# Open svgviewr.html to visualize

## End(Not run)
```

 svg.mesh

 Write mesh to Viewer

Description

Draws mesh in Viewer.

Usage

```
svg.mesh(file=NULL, name=NULL, col='#F5F5F5', emissive='black',
         material = c('auto', 'lambert', 'phong')[1],
         opacity=1, ontop=FALSE, get.lim=TRUE,
         scaling = 1, debug = FALSE, vertex.normals = NULL,
         face.normals = NULL, vertex.labels = NULL,
         vertex.spheres = NULL, dbl.side = c('auto', TRUE, FALSE)[1])
```

Arguments

file	A mesh file in the .obj or .json.
name	The name of the mesh. By default, name is NULL. This is used when applying transformations to drawn objects.
col	The mesh color.
emissive	The mesh emissive color.
material	The mesh material. This affects how light reflects off of the mesh surface.
opacity	The mesh opacity. A value of 1 (default) is fully opaque.
ontop	Whether the mesh should appear on top of all other objects in the viewer (to manually set order in cases of incorrect ordering due to partial opacities).
get.lim	A logical indicating whether the limits of the mesh should be found and returned. This can be used to position other objects relative to the mesh bounds. This will be done at a later point (if not done when <code>svg.mesh</code> is called) so it does not save processing time to set this to FALSE.
scaling	A scaling factor for the mesh, default is 1.
debug	A logical indicating whether to draw the mesh in debug mode. Debug mode will label the vertices. This is useful if you create your own mesh.
vertex.normals	A logical indicating whether to draw vertex normals. If debug is TRUE this will default to TRUE. Otherwise default is FALSE.
face.normals	A logical indicating whether to draw face normals. If debug is TRUE this will default to TRUE. Otherwise default is FALSE.
vertex.labels	A logical indicating whether to draw vertex labels. If debug is TRUE this will default to TRUE. Otherwise default is FALSE.
vertex.spheres	Whether to draw the vertices as spheres. If debug is TRUE this will default to TRUE. Otherwise default is FALSE.
dbl.side	Whether mesh faces are double sided.

Details

This function only works in the webgl plotting mode (i.e. when the mode parameter of `svg.new` is 'webgl'). This function adds a mesh to the Viewer. See [readOBJ](#) for more details and limitations on what meshes can be plotted.

Value

If `get.lim` is TRUE, a list with the following elements:

<code>lim</code>	The minimum and maximum values of each dimension of the mesh vertices.
<code>corners</code>	The eight corners of the bounding box surrounding the mesh.

Author(s)

Aaron Olsen

See Also

[readOBJ](#), [objToJSON](#)

Examples

```
## Not run:  
# Create new viewer  
svg.new(mode='webgl')  
  
# Add mesh  
svg.mesh(file='mesh.obj')  
  
# Close connection  
svg.close()  
  
## End(Not run)
```

svg.new

Create new Viewer file

Description

Creates a new Viewer file as an HTML document to which objects can be added, with optional specification of various animation parameters.

Usage

```
svg.new(file = NULL, window.title="svgViewR", animate.duration = 1,
        animate.speed = 1, interpolate = TRUE, timeline = TRUE, mode = c('svg', 'webgl'),
        animate.reverse = FALSE, animate.repeat = -1, margin = 20, col = "white",
        times = NULL, clock = FALSE, stats = FALSE, panel = FALSE, show.control = TRUE,
        start.rotate = TRUE, rotate.speed = 1.2, camera.near = 0.01, fov = 45,
        zoom.speed = 1, pan.speed = 0.2, layers = NULL, connection = TRUE,
        close.on.done = TRUE, file.type = NULL, app.dir.src = NULL, debug = FALSE,
        src.link = NULL)
```

Arguments

<code>file</code>	File path and name (having the extension ".html") where Viewer will be created. If file is NULL then the viewer will open over a local server in the default web browser and mode 'webgl' will be automatically selected.
<code>window.title</code>	The Viewer title, visible at the top of the web browser window.
<code>animate.duration</code>	Only used in 'svg' mode. The approximate duration in seconds of the animation. When the number of objects to be displayed is large, the actual duration might exceed this number.
<code>animate.speed</code>	Only used in 'webgl' mode. The relative speed at which the animation will playback. For example, to play the animation at half the real speed, <code>animate.speed</code> would be 0.5.
<code>interpolate</code>	Whether transformations should be interpolated between input transformations (i.e. keyframes).
<code>timeline</code>	If the visualization includes an animation, whether the timeline is viewable. The timeline includes controls for navigating through the animation (play, pause, change animation speed, etc.).
<code>mode</code>	Whether to draw using the old mode ('svg') or the new mode ('webgl'). See details.
<code>animate.reverse</code>	A logical indicating whether the animation is to be played in reverse after each iteration. Only used in 'svg' mode.
<code>animate.repeat</code>	An integer specifying the number of times the animation will repeat. A value of -1 will cause the animation to repeat indefinitely. Only used in 'svg' mode.
<code>margin</code>	Margin when resizing visualization to fit the browser window.
<code>col</code>	Viewer background color.
<code>times</code>	If including animated shapes without <code>svg.transform</code> , this parameter can be used to input time points corresponding to each frame of the animation.
<code>clock</code>	Whether a clock should be visible or not.
<code>stats</code>	Whether processing stats should be visible or not.
<code>panel</code>	Whether a panel is visible showing all objects by name with a toggle option to show or hide.
<code>show.control</code>	Whether control panel should be visible or not. Only used in 'svg' mode.

<code>start.rotate</code>	Whether visualization should start with 'rotate' enabled or 'translate' enabled. Only used in 'svg' mode.
<code>rotate.speed</code>	How much the camera rotates in response to mouse click and drag. Only used in 'webgl' mode.
<code>camera.near</code>	Distance of the camera to the plotted objects.
<code>fov</code>	Field of view of the camera. This will determine the strength of perspective effects.
<code>zoom.speed</code>	How much the camera zooms in response to mouse click and drag. Only used in 'webgl' mode.
<code>pan.speed</code>	How much the camera pans in response to mouse click and drag. Only used in 'webgl' mode.
<code>layers</code>	Not yet fully enabled.
<code>connection</code>	Whether to open a file connection or create a closed file.
<code>close.on.done</code>	If screenshots are being saved as images, whether browser should close after saving out screenshots as images.
<code>file.type</code>	If screenshots are being saved as images, the type of image (e.g. jpeg, jpg, tiff, png).
<code>app.dir.src</code>	A filepath to the code source files for use when running package from source (used for debugging only).
<code>debug</code>	Whether to run viewer in debug mode (used for debugging only).
<code>src.link</code>	Whether to include javascript code as a source links rather than directly embedded in html file (used for debugging only).

Details

This function is used to initialize a new Viewer. Before adding shapes to a Viewer, this function is called to create the HTML file to which the objects can be added. `svgViewR` is currently undergoing a significant overhaul. The previous plotting using SVG (scalable vector graphics) is being replaced with visualizations created using WebGL (the Web Graphics Library) and the javascript library `three.js`. All backward compatibility with the `svg` format should be maintained. To use the new plotting mode, set the `mode` parameter to 'webgl'. Plotting in the 'webgl' mode is limited as I have only begun implementing it.

The 'svg' (old) mode has a single visualization type: an `.html` file. The 'webgl' mode (new) has two visualization types: a local server based visualization (using the R package `Rook`) and an `.html` file. The `.html` file output is ideal if you want to create portable files that can be easily visualized anytime and shared without the need for hosting a server. The server output is ideal if you want to visualize many different transformations of large mesh files; creating files for each visualization would take up a large amount of space because all of the mesh specifications (vertices, normals, faces) would have to be contained within each `html` file.

For worked examples, please see [3D visualization in R](#). Here are common interactive commands between the two modes:

- **spacebar** : Pauses and plays the animation
- **browser refresh** : Returns shapes to state when browser was originally opened

- **scroll up/down** : Zoom in/out by moving the shapes into and out of the screen

To rotate the camera in 'webgl' mode, left-click and drag the mouse. To pan the camera in 'webgl' mode, right-click and drag the mouse. For a key to the interactive commands in the 'svg' (old) mode, see [svgViewR Interactive Commands](#).

Value

NULL

Author(s)

Aaron Olsen

See Also

[svg.close](#)

Examples

```
## Not run:
# Set number of points to draw
n <- 300

# Create a cloud of normally distributed 3D points
points3d <- cbind(rnorm(n, sd=3), rnorm(n, sd=2), rnorm(n, sd=1))

# Open a connection to .html file
svg.new(file='plot_static_points.html')

# Get distance of points from the center of point cloud
pdist <- sqrt(rowSums((points3d - matrix(colMeans(points3d), n, 3, byrow=TRUE))^2))

# Set color gradient between red and blue
colfunc <- colorRampPalette(c('red', 'blue'))

# Set desired number of colors along gradient
col_grad <- colfunc(50)

# Scale distances to indices and find corresponding color along gradient
col <- col_grad[(length(col_grad)-1)*(pdist - min(pdist)) / diff(range(pdist))+1]

# Add points to file
svg.points(points3d, col=col)

# Add a coordinate axis planes around the points
svg_frame <- svg.frame(points3d)

# Close the file connection
svg.close()

## End(Not run)
```

 svg.pathsC

 Connect points with path lines in SVG Viewer

Description

Creates paths by drawing lines between points in the SVG Viewer.

Usage

```
svg.pathsC(path, col = NULL, col.fill = "none", col.stroke = "black",
           z.index = 0, layer = "", label = "", lwd = 1,
           opacity.stroke = 1, opacity.fill = 1, index.add = 0,
           file=NULL)
```

Arguments

path	A vector, matrix or list of integers specifying the points to be connected by lines. See Details.
col	The fill and stroke color of the points(s). If non-NULL, col overrides col.fill and col.stroke.
col.fill	The fill color of the path(s).
col.stroke	The stroke (border) color of the path line(s).
z.index	A number indicating the relative order in which the SVG object will be drawn in the viewer. Higher numbers correspond to closer to the front or top.
layer	A text string indicating the layer in which the SVG object belongs (not yet fully implemented).
label	A label to be added to the SVG object in SVG tag.
lwd	The thickness of the path line(s).
opacity.stroke	A number between 0 and 1 indicating the opacity of the border of the path line(s).
opacity.fill	A number between 0 and 1 indicating the opacity of the fill of the path line(s).
index.add	An integer to add to all indices in path.
file	File path (having the extension ".html") to add lines to a current SVG Viewer file. By default (i.e. NULL) lines are added to the SVG Viewer opened by svg.new .

Details

This function creates SVG paths by drawing lines between points that have been written to a SVG Viewer through a separate function call. This is particularly useful when animated points have been written to the SVG Viewer and the user simply wants to create paths defined by the animated points. Since paths are drawn, not simply lines, the fill color (col.fill) and fill opacity (opacity.fill) of the path can also be specified. Whether the paths written by this function are animated depends

on the points that make up the path. If the points making up the path are animated, the path will follow the motion of its constitutive points.

The input path can be a vector, matrix or list of integers. The integers indicate which points should be joined by lines and in what order; these integers correspond to the points in the same order in which they were written to the SVG Viewer, starting with 1. Thus, 1 corresponds to the first point written to the SVG Viewer, 2 corresponds to the second point written to the SVG Viewer, etc. If path is a vector, a single path is drawn connecting the points corresponding to the indices in path. If path is a matrix, a separate path is drawn for each matrix row, connecting the points corresponding to the indices in each row. Similarly, if path is a list, a separate path is drawn for each list element, connecting the points corresponding to the indices in each list element.

The graphical parameters col, z.index, layer, label, lwd, and opacity can all be vectors of length one or of the same length as the number of paths to be drawn. This allows different parameters to be specified for each path.

Value

NULL

Author(s)

Aaron Olsen

See Also

[svg.new](#), [svg.lines](#), [svg.points](#)

Examples

```
## Not run:
## Transform a circle into an ellipse
# Create new viewer
svg.new(file='svgviewer.html', animate.reverse=TRUE, animate.duration=1)

# Create points
n <- 100
x <- array(NA, dim=c(100, 2, n))
x_seq <- seq(-1, 1, length=dim(x)[1]/2)
x_seq <- sin(seq(-pi/2, pi/2, length=dim(x)[1]/2))
n_seq <- seq(1, 3, length=n)
for(i in 1:dim(x)[3])
  x[, , i] <- rbind(cbind(x_seq, n_seq[i]*sqrt(1 - x_seq^2)),
                  cbind(x_seq[(dim(x)[1]/2):1], -n_seq[i]*sqrt(1 - x_seq[(dim(x)[1]/2):1]^2)))

# Draw points
svg.points(x, cex=1, lwd=1, col="blue")

# Draw paths among points
svg.pathsC(1:dim(x)[1], col.fill="blue", opacity.fill=0.1,
           col.stroke="green", lwd=2, z.index=-1)

# Close viewer connection
```

```

svg.close()

# Open svgviewer.html to visualize

## End(Not run)

```

 svg.points

Write points to SVG Viewer

Description

Draws a sequence of points at specified coordinates in an SVG Viewer.

Usage

```

svg.points(x, y=NULL, type="p", col=NULL, col.fill="black",
           col.stroke="black", z.index=0, layer="", label="",
           cex=2, lwd=2, opacity.stroke=1, opacity.fill=1,
           file=NULL)

```

Arguments

x	A vector, matrix or array of 2D or 3D coordinates. Coordinates input as an array will be animated.
y	If x is a vector, the coordinates on the y-axis.
type	character indicating the type of plotting. Currently, only "p" is supported.
col	The fill and stroke color of the points(s). If non-NULL, col overrides col.fill and col.stroke.
col.fill	The fill color of the points(s).
col.stroke	The stroke (border) color of the points(s).
z.index	A number indicating the relative order in which the SVG object will be drawn in the viewer. Higher numbers correspond to closer to the front or top.
layer	A text string indicating the layer in which the SVG object belongs (not yet fully implemented).
label	A label to be added to the SVG object in SVG tag.
cex	The size (radius) of the point(s).
lwd	The thickness of the border of the point(s).
opacity.stroke	A number between 0 and 1 indicating the opacity of the border of the point(s).
opacity.fill	A number between 0 and 1 indicating the opacity of the fill of the point(s).
file	File path (having the extension ".html") to add lines to a current SVG Viewer file. By default (i.e. NULL) lines are added to the SVG Viewer opened by svg.new .

Details

This function accepts input similar to the native plot function `points()`. If `x` and `y` are vectors, they are combined into a matrix using `cbind()`. If `x` is a matrix, this matrix is used directly. Each row of the matrix is drawn as a point. If `x` is an array, the array is interpreted as a series of matrices, each representing a state of the point or point(s) in an animation of length `dim(x)[3]`. Each of the `dim(x)[3]` matrices is used to draw each state in a manner identical to when `x` is a matrix. If `x` is an array, each state of points will be drawn as an animation.

The graphical parameters `col`, `col.fill`, `col.stroke`, `z.index`, `layer`, `label`, `lwd`, `opacity.stroke` and `opacity.fill` can all be vectors of length one or of the same length as the number of points to be drawn. This allows different parameters to be specified for each point.

Value

NULL

Author(s)

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See Also

[svg.new](#), [svg.lines](#), [svg.pathsC](#)

Examples

```
## Not run:
## Create animated sinusoid
# Create new viewer
svg.new(file='svgviewr.html', animate.duration=1)

# Create points with varying sin phase
n <- 100
x <- array(NA, dim=c(40, 2, n))
x_seq <- seq(-pi, pi, length=dim(x)[1])
n_seq <- seq(0, 2*pi, length=n)
for(i in 1:dim(x)[3]) x[, , i] <- cbind(x_seq, sin(x_seq + n_seq[i]))

# Draw points
svg.points(x, cex=2, lwd=1, col="blue")

# Close viewer connection
svg.close()

# Open svgviewr.html to visualize

## End(Not run)
```

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