

Package ‘Rsgf’

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Title SGF (Smart Game File) File Format Import

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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

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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)

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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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