

# Package: colormap (via r-universe)

March 2, 2025

**Type** Package

**Title** Color Palettes using Colormaps Node Module

**Version** 0.1.9000

**Description** Allows to generate colors from palettes defined in the colormap module of 'Node.js'. (see <https://github.com/bpostlethwaite/colormap> for more information). In total it provides 44 distinct palettes made from sequential and/or diverging colors. In addition to the pre defined palettes you can also specify your own set of colors. There are also scale functions that can be used with 'ggplot2'.

**License** MIT + file LICENSE

**Encoding** UTF-8

**LazyData** true

**Depends** R (>= 3.1.0)

**Imports** V8, stringr, ggplot2

**RoxygenNote** 6.0.1

**URL** <https://github.com/bhaskarvk/colormap>,  
<https://bhaskarvk.github.io/colormap/>

**BugReports** <https://github.com/bhaskarvk/colormap/issues>

**Suggests** scales, testthat

**Config/pak/sysreqs** libicu-dev libssl-dev libnode-dev

**Repository** <https://bhaskarvk.r-universe.dev>

**RemoteUrl** <https://github.com/bhaskarvk/colormap>

**RemoteRef** HEAD

**RemoteSha** fb7a514fc65bbaa8dd24a38f38c4c028f713a581

Contents

colormap . . . . .	2
colormaps . . . . .	3
colormap_pal . . . . .	3
scale_color_colormap . . . . .	4
<b>Index</b>	<b>5</b>

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colormap	<i>A package to generate colors from a list of 44 pre-defined palettes</i>
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Description

A package to generate colors from a list of 44 pre-defined palettes  
Generate colors from a list of 44 palettes

Usage

```
colormap(colormap = colormaps$viridis, nshades = 72, format = "hex",  
alpha = 1, reverse = FALSE)
```

Arguments

colormap	A string, vector of hex color codes, or a list. Use the <a href="#">colormaps</a> for a list of pre-defined palettes. OR A vector of colors in hex e.g. <code>c('#000000', '#777777', '#FFFFFF')</code> OR A list of list e.g. <code>list(list(index=0,rgb=c(255,255,255)),list(index=1,rgb=c(255,0,0)))</code> The index should go from 0 to 1. see <a href="https://www.npmjs.com/package/colormap#options">https://www.npmjs.com/package/colormap#options</a>
nshades	A number. Number of colors to generate.
format	A string. Should be 'hex', 'rgb', or 'rgbaString'
alpha	A Number between 0 and 1
reverse	Boolean. Whether to reverse the order.

Value

Colors either in vector, matrix, list format depending on format.

Author(s)

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Examples

```
colormap() # Defaults to 72 colors from the 'viridis' palette.
colormap(colormap=colormaps$temperature, nshades=20) # Diff Palette
colormap(colormap=c('#000000','#FF0000'), nshades=20) # Colormap as vector of colors
# list of list. Maximum flexibility
colormap(colormap=list(list(index=0,rgb=c(0,0,0)),list(index=1,rgb=c(255,255,255))), nshades=10)
colormap(format='rgb',nshades=10) # As rgb
colormap(format='rgb',nshades=10,alpha=0.5) # Constant alpha
colormap(format='rgbaString',nshades=10) # As rgba string
```

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colormaps	<i>List of pre-defined colormaps</i>
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Description

List of pre-defined colormaps

Usage

```
colormaps
```

Format

An object of class list of length 44.

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colormap_pal	<i>Create a Palette generating function</i>
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Description

Create a Palette generating function

Usage

```
colormap_pal(alpha = 1, colormap = colormaps$viridis, reverse = FALSE)
```

Arguments

- alpha            pass through parameter to colormap
- colormap        pass through parameter to colormap
- reverse         pass through parameter to colormap

Value

A function that can generate colors from a specified colormap.

**Examples**

```
scales::show_col(colormap_pal()(10))
scales::show_col(colormap_pal(colormap=colormaps$viridis)(100), labels=FALSE)
```

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scale\_color\_colormap    *Colormap color scales*

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**Description**

Uses the colormap color scale

**Usage**

```
scale_color_colormap(..., alpha = 1, colormap = colormaps$viridis,
  discrete = FALSE, reverse = FALSE)

scale_fill_colormap(..., alpha = 1, colormap = colormaps$viridis,
  discrete = FALSE, reverse = FALSE)
```

**Arguments**

...	parameters to discrete_scale or scale_fill_gradientn
alpha	pass through parameter to colormap
colormap	pass through parameter to colormap
discrete	generate a discrete palette? (default: FALSE - generate continuous palette)
reverse	pass through parameter to colormap

**Details**

For discrete == FALSE (the default) all other arguments are as to [scale\\_fill\\_gradientn](#) or [scale\\_color\\_gradientn](#). Otherwise the function will return a discrete\_scale with the plot-computed number of colors.

See [colormap](#) for more information on the color scale.

# Index

## \* **datasets**

colormaps, [3](#)

colormap, [2](#), [4](#)

colormap-package (colormap), [2](#)

colormap\_pal, [3](#)

colormaps, [2](#), [3](#)

scale\_color\_colormap, [4](#)

scale\_color\_gradientn, [4](#)

scale\_colour\_colormap  
(scale\_color\_colormap), [4](#)

scale\_fill\_colormap  
(scale\_color\_colormap), [4](#)

scale\_fill\_gradientn, [4](#)