

# **my\_book\_again**

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# Preface

This is a Quarto book.

To learn more about Quarto books visit <https://quarto.org/docs/books>.

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[1] 2

# 1 Introduction

This is a book created from markdown and executable code.

See Knuth (1984) for additional discussion of literate programming.

```
1 + 1
```

```
[1] 2
```

## 1.1 more

### 1.1.1 more a

### 1.1.2 more b

### 1.1.3 more c

## 1.2 less

## 1.3 true

### 1.3.1 ture z

true za

### 1.3.2 ffg

## 1.4 qwgwe=====

**Part I**

**Part 1**

## **2 Meat**

### **2.1 this is the meat of things**

#### **2.1.1 this is not the meat of things**

## 3 why\_me

### 3.1 getting harder b bb



## 4 Hexwall

### 4.1 Hex file resources

#### 4.1.1 Shiny App for creating hex

<https://connect.thinkr.fr/hexmake/>

### 4.2 load hexwall.R function

```
source("~/Documents/r-studio-and-git/my_book_again/hexwall.R")
```

Linking to ImageMagick 6.9.13.29

Enabled features: cairo, fontconfig, freetype, heic, lcms, pango, raw, rsvg, webp

Disabled features: fftw, ghostscript, x11

```
test <- hexwall("~/Documents/r-studio-and-git/my_book_again/my_stickers", sticker_row_size =
```

Warning: `invoke()` was deprecated in purrr 1.0.0.

i Please use `exec()` instead.

```
test
```



```
source("~/Documents/r-studio-and-git/my_hex_stickers/hexwall/hexwall.R") # call hexwall
function and assign to "test" # this sometimes get an error - try adjusting sticker_row_size
test <- hexwall("~/Documents/r-studio-and-git/my_hex_stickers/my_stickers", sticker_row_size
= 7, sticker_width = 200) test

png("~/Documents/r-studio-and-git/my_hex_stickers/hexwall/samplehex/test123.png")
hexwall("~/Documents/r-studio-and-git/my_hex_stickers/hexwall/samplehex", sticker_row_size
= 4, sticker_width = 200) image_write(test, "~/Documents/r-studio-and-git/my_hex_stickers/hexwall/sample
dev.off()
```

# **Part II**

# **Projects**

## 5 Projects

- Get Hexwall working
- Get Hexwall working with maps
- Make a RRL Hex with Shiny App
- Make a RRL Hex with hexSticker package
- Get a Shiny Hexwall working
- Get a Shiny Hexwall working with maps
- Get a Shiny Hexwall working with multiple map choices
- Get an updated Hexwall working with an input of a hex

**Part III**

**Part 2**

## 6 Summary

In summary, this book has no content whatsoever.

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## References

Knuth, Donald E. 1984. “Literate Programming.” *Comput. J.* 27 (2): 97–111. <https://doi.org/10.1093/comjnl/27.2.97>.