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.

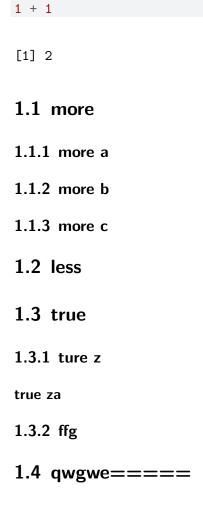
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1 Introduction

This is a book created from markdown and executable code.

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



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.</pre>
test
```



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

 $png(``\sim' Documents/r-studio-and-git/my_hex_stickers/hexwall/samplehex/test123.png") \\ hexwall(``\sim' Documents/r-studio-and-git/my_hex_stickers/hexwall/samplehex", sticker_row_size \\ = 4, sticker_width = 200) image_write(test, ``\sim' Documents/r-studio-and-git/my_hex_stickers/hexwall/sampledev.off()$

Part II Projects

5 Projects

- Get Hexwall working
- $\bullet~$ 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.