# my_book_again

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# Table of contents

**Preface** 4

**1 Introduction** 5
1.1 more . . . 5
1.1.1 more a . . . 5
1.1.2 more b . . . 5
1.1.3 more c . . . 5
1.2 less . . . 5
1.3 true . . . 5
1.3.1 ture z . . . 5
1.3.2 ffg . . . 5
1.4 qwgwe===== . . . 5

**I Part 1** 6

**2 Meat** 7
2.1 this is the meat of things . . . 7
2.1.1 this is not the meat of things . . . 7

**3 why_me** 8
3.1 getting harder b bb . . . 8

**4 Hexwall** 9
4.1 Hex file resources . . . 9
4.1.1 Shiny App for creating hex . . . 9
4.2 load hexwall.R function . . . 9

**II Projects** 11

**5 Projects** 12

**III Part 2** **13**

**6 Summary** **14**

**References** **15**

**Errors** **16**

Github . . . . . 16

# Preface

This is a Quarto book.

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

```
1 + 1
```

```
[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.

```
1 + 1
```

```
[1] 2
```

# References

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

# Errors

## Github

- to fix a git push commit holding up
  - rm .git/index.lock [in Terminal]