Package 'mindr'

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Title Generate Mind Maps

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Depends R (>= 4.1.0)

Imports htmlwidgets, knitr, rmarkdown, pdftools, Rdpack

RdMacros Rdpack

VignetteBuilder knitr

SystemRequirements pandoc (>= 1.14) - http://pandoc.org

Description Convert Markdown ('.md') or R Markdown ('.Rmd') texts, R scripts, directory structures, and other hierarchical structured documents into mind map widgets or 'Freemind' codes or 'Mermaid' mind map codes, and vice versa. 'Freemind' mind map ('.mm') files can be opened by or imported to common mind map software such as 'Freemind' (<https://freemind.sourceforge.io/wiki/index.php/Main_Page>). 'Mermaid' mind map codes (<https://mermaid.js.org/>) can be directly embedded in documents.

License GPL-3

URL https://github.com/pzhaonet/mindr

BugReports https://github.com/pzhaonet/mindr/issues

Encoding UTF-8

RoxygenNote 7.3.3

NeedsCompilation no

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Repository CRAN

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Contents

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dir2md   *Display a directory hierarchical structure in Markdown syntax*

Description

Display a directory hierarchical structure in Markdown syntax

Usage

```
dir2md(from = ".", dir_files = TRUE, dir_all = TRUE, dir_excluded = NA)
```

Arguments

`from`	Character. The source text of the (R) Markdown syntax text, the R code, the FreeMind mind map code, or the path to the directory.
`dir_files`	Logical. Whether to include files. If `FALSE`, only folders are included. If `TRUE`, folders and files are included.
`dir_all`	Logical. Whether to include all files in a directory. If `FALSE`, only the names of visible files are included (following Unix-style visibility, that is files whose name does not start with a dot). If `TRUE`, all file names will be included.
`dir_excluded`	Character. The directories which are not included in the output.

Value

Character, in Markdown syntax.

`dir2mm`	*Display hierarchical structure of a directory in FreeMind mind map*

Description

Display hierarchical structure of a directory in FreeMind mind map

Usage

```
dir2mm(
  from = ".",
  root = NA,
  dir_files = TRUE,
  dir_all = TRUE,
  dir_excluded = NA,
  md_maxlevel = ""
)
```

Arguments

`from`	Character. The source text of the (R) Markdown syntax text, the R code, the FreeMind mind map code, or the path to the directory.
`root`	Character. The string displayed as the root (center) of the mind map.
`dir_files`	Logical. Whether to include files. If `FALSE`, only folders are included. If `TRUE`, folders and files are included.
`dir_all`	Logical. Whether to include all files in a directory. If `FALSE`, only the names of visible files are included (following Unix-style visibility, that is files whose name does not start with a dot). If `TRUE`, all file names will be included.
`dir_excluded`	Character. The directories which are not included in the output.
`md_maxlevel`	Integer or ''. The maximum level of the markdown headings that are displayed in the mind map.

Value

FreeMind mind map code.

---

dir2r   *Convert a hierarchical directory into R code*

Description

Convert a hierarchical directory into R code

Usage

```
dir2r(
  from = ".",
  dir_files = TRUE,
  dir_all = TRUE,
  dir_excluded = NA,
  r_seclabel = " --------",
  r_chunkheading = FALSE
)
```

Arguments

from	Character. The source text of the (R) Markdown syntax text, the R code, the FreeMind mind map code, or the path to the directory.
dir_files	Logical. Whether to include files. If FALSE, only folders are included. If TRUE, folders and files are included.
dir_all	Logical. Whether to include all files in a directory. If FALSE, only the names of visible files are included (following Unix-style visibility, that is files whose name does not start with a dot). If TRUE, all file names will be included.
dir_excluded	Character. The directories which are not included in the output.
r_seclabel	Character. The ending characters indicating sections in R Markdown.
r_chunkheading	Logical. Whether process the chunk label as headings.

Value

Character, R code

filterNULL *A function for markmap*

Description

A function for markmap

Usage

```
filterNULL(x)
```

Arguments

x   something

Value

something else

get_eqloc *Get the index of equations in a string vector*

Description

Get the index of equations in a string vector

Usage

```
get_eqloc(eq_begin, eq_end)
```

Arguments

eq_begin   the beginning index of an equation

eq_end   the end index of an equation

Value

a index vector

---

get_filename_ext   *Get the file name extension*

Description

Get the file name extension

Usage

```
get_filename_ext(filename)
```

Arguments

filename   character, the file name

Value

character, the file name extension

---

get_mmdshape   *Get the shape maker for mermaid mindmap*

Description

Get the shape maker for mermaid mindmap

Usage

```
get_mmdshape(
  mmd_shape = c("square", "rounded_square", "circle", "bang", "cloud", "hexagon")
)
```

Arguments

mmd_shape   Character.

Value

Character.

---

guess_type | *Guess the type of input or output*

Description

Guess the type of input or output

Usage

```
guess_type(from)
```

Arguments

from | The source text

Value

the type, including 'dir', 'mindmap', 'R', 'markdown'.

---

list2heading | *convert lists to headings in a text*

Description

convert lists to headings in a text

Usage

```
list2heading(text)
```

Arguments

text | the given strings

Value

integer. the index of the headings in the given strings.

---

markmap   *Create a mind map in HTML widget*

Description

Create a mind map in HTML widget

Usage

```
markmap(
  from = ".",
  root = NA,
  input_type = c("auto", "markdown", "mindmap", "R", "dir"),
  md_list = FALSE,
  md_eq = FALSE,
  md_braces = FALSE,
  md_bookdown = FALSE,
  md_maxlevel = "",
  dir_files = TRUE,
  dir_all = TRUE,
  dir_excluded = NA,
  widget_name = NA,
  widget_width = NULL,
  widget_height = NULL,
  widget_elementId = NULL,
  widget_options = markmapOption(preset = "colorful")
)
```

Arguments

from	Character. The source text of the (R) Markdown syntax text, the R code, the FreeMind mind map code, or the path to the directory.
root	Character. The string displayed as the root (center) of the mind map.
input_type	Character. The type of the input text. It can be 'auto', 'markdown', 'mindmap', 'R', 'dir'. The default value is 'auto', which means the type will be automatically assigned according to the features of the input text.
md_list	Logical. whether to process lists like headings in the Markdown input.
md_eq	Logical. Whether to include LaTeX equations in the Markdown input when converted to other formats.
md_braces	Logical. Whether to remove #ID in the headings of the markdown file (usually in a bookdown> project.
md_bookdown	Logical. Whether the R Markdown syntax text is in bookdown style, i.e. # (PART), # (APPENDIX), and # References as an upper level of the Level 1 heading.

md_maxlevel	Integer or ". The maximum level of the markdown headings that are displayed in the mind map.
dir_files	Logical. Whether to include files. If FALSE, only folders are included. If TRUE, folders and files are included.
dir_all	Logical. Whether to include all files in a directory. If FALSE, only the names of visible files are included (following Unix-style visibility, that is files whose name does not start with a dot). If TRUE, all file names will be included.
dir_excluded	Character. The directories which are not included in the output.
widget_name	Character. The name of the html widget.
widget_width	Numeric. The width of the widget.
widget_height	Numeric. The height of the widget.
widget_elementId	
	Character. The ID of teh Widget.
widget_options	List. Options for the markmap widget. It should be a list passed from the markmapOption() function.

Details

This function, adapted from the Rmarkup package, creates a markmap widget using htmlwidgets. The widget can be rendered on HTML pages generated from R Markdown, Shiny, or other applications.

Value

HTML widget object.

---

markmapOption   *Theme options for markmap creation*

Description

Theme options for markmap creation

Usage

```
markmapOption(
  preset = NULL,
  nodeHeight = 20,
  nodeWidth = 180,
  spacingVertical = 10,
  spacingHorizontal = 120,
  duration = 750,
  layout = "tree",
  color = "gray",
  linkShape = "diagonal",
  renderer = "boxed",
  ...
)
```

Arguments

`preset`	the name of built-in theme for markmap. If present, any other parameters will be ignored.
`nodeHeight`	the height of nodes in the markmap.
`nodeWidth`	the width of nodes in the markmap.
`spacingVertical`	
	space of vertical.
`spacingHorizontal`	
	space of horizontal.
`duration`	duration time for animation.
`layout`	layout mode of markmap. Currently, only 'tree' is accepted.
`color`	color of markmap. A character color value ,either 'gray' or a categorical colors including 'category10','category20','category20b' and 'category20c'.
`linkShape`	link shape of markmap. A character value, either 'diagonal' or 'bracket'.
`renderer`	rendered shaped of markmap. A character value ,either 'basic' or 'boxed'.
`...`	other options.

Details

This function is adapted from the [Rmarkup](#) package.

Currently, markmap have 'default' and 'colorful' themes.

Value

A list of settings for mind map widget.

See Also

<https://github.com/seifer08ms/Rmarkmap> and https://github.com/dundalek/markmap/blob/master/lib/view.mindmap.js for details.

---

md2dir	*Create hierarchical directories according to (R) Markdown-syntax text*

Description

Create hierarchical directories according to (R) Markdown-syntax text

Usage

```
md2dir(
  from = NA,
  dir_to,
  md_list = FALSE,
  md_bookdown = TRUE,
  dir_quiet = FALSE
)
```

Arguments

`from`	Character. The source text of the (R) Markdown syntax text, the R code, the FreeMind mind map code, or the path to the directory.
`dir_to`	Character. The path of the output directory.
`md_list`	Logical. whether to process lists like headings in the Markdown input.
`md_bookdown`	Logical. Whether the R Markdown syntax text is in bookdown style, i.e. `#` `(PART)`, `# (APPENDIX)`, and `# References` as an upper level of the Level 1 heading.
`dir_quiet`	Logical. Whether to display the results of generated directories.

Value

Directories generated.

---

md2mm   *Convert (R) Markdown-syntax text to FreeMind mind map code*

Description

Convert (R) Markdown-syntax text to FreeMind mind map code

Usage

```
md2mm(
  from = NA,
  root = "mindr",
  md_list = FALSE,
  md_braces = FALSE,
  md_bookdown = FALSE,
  md_eq = FALSE,
  md_maxlevel = ""
)
```

Arguments

`from`	Character. The source text of the (R) Markdown syntax text, the R code, the FreeMind mind map code, or the path to the directory.
`root`	Character. The string displayed as the root (center) of the mind map.
`md_list`	Logical. whether to process lists like headings in the Markdown input.
`md_braces`	Logical. Whether to remove #ID in the headings of the markdown file (usually in a bookdown> project.
`md_bookdown`	Logical. Whether the R Markdown syntax text is in bookdown style, i.e. `#` `(PART)`, `#` `(APPENDIX)`, and `#` `References` as an upper level of the Level 1 heading.
`md_eq`	Logical. Whether to include LaTeX equations in the Markdown input when converted to other formats.
`md_maxlevel`	Integer or ''. The maximum level of the markdown headings that are displayed in the mind map.

Value

FreeMind mind map code, which can be saved as a .mm file and viewed by common mind map software, such as FreeMind and XMind.

---

md2mmd	*Convert Markdown headings into a mermaid mindmap*

Description

Convert Markdown headings into a mermaid mindmap

Usage

```
md2mmd(
  from,
  root = "mindr",
  mmd_shape = c("cloud", "rounded_square", "square", "bang", "circle", "hexagon")
)
```

Arguments

`from`	A vector with Markdown headings
`root`	Character. The string displayed as the root (center) of the mind map.
`mmd_shape`	Character vector. The shape of mermaid mindmap nodes. See Mermaid document.

Value

Mermaid mindmap code chunk

---

md2r *Convert (R) Markdown-syntax text into R code*

Description

Convert (R) Markdown-syntax text into R code

Usage

```
md2r(from = NA, r_seclabel = " --------", r_chunkheading = FALSE)
```

Arguments

from	Character. The source text of the (R) Markdown syntax text, the R code, the FreeMind mind map code, or the path to the directory.
r_seclabel	Character. The ending characters indicating sections in R Markdown.
r_chunkheading	Logical. Whether process the chunk label as headings.

Value

Character, R code.

---

mdtxt2mmtxt *Convert Markdown text to FreeMind mind map text.*

Description

Convert Markdown text to FreeMind mind map text.

Usage

```
mdtxt2mmtxt(from = "", root = "root", md_eq = FALSE)
```

Arguments

from	Character. The source text of the (R) Markdown syntax text, the R code, the FreeMind mind map code, or the path to the directory.
root	Character. The string displayed as the root (center) of the mind map.
md_eq	Logical. Whether to include LaTeX equations in the Markdown input when converted to other formats.

Value

a mindmap text.

---

mm   *All-in-one wrapper for the conversion between (R) Markdown, Free-*
                                Mind mind map, Mermaid mind map, R code, directory structure, and
                                HTML widget.

Description

All-in-one wrapper for the conversion between (R) Markdown, FreeMind mind map, Mermaid mind
map, R code, directory structure, and HTML widget.

Usage

```
mm(
  from = NA,
  input_type = c("auto", "markdown", "mindmap", "R", "dir"),
  output_type = c("widget", "mindmap", "markdown", "R", "dir", "mermaid"),
  root = NA,
  md_list = FALSE,
  md_eq = FALSE,
  md_braces = FALSE,
  md_bookdown = FALSE,
  md_maxlevel = "",
  r_seclabel = " --------",
  r_chunkheading = FALSE,
  dir_files = TRUE,
  dir_all = TRUE,
  dir_excluded = NA,
  dir_to = NA,
  dir_quiet = FALSE,
 mmd_shape = c("cloud", "rounded_square", "square", "bang", "circle", "hexagon"),
 widget_name = NA,
 widget_width = NULL,
 widget_height = NULL,
 widget_elementId = NULL,
 widget_options = markmapOption(preset = "colorful")
)
```

Arguments

from	Character. The source text of the (R) Markdown syntax text, the R code, the FreeMind mind map code, or the path to the directory.
input_type	Character. The type of the input text. It can be 'auto', 'markdown', 'mindmap', 'R', 'dir'. The default value is 'auto', which means the type will be automatically assigned according to the features of the input text.
output_type	Character. The type of the output. It can be 'widget', 'mindmap', 'markdown', 'R', 'dir', 'mmd'. The default value is 'widget'.

root	Character. The string displayed as the root (center) of the mind map.
md_list	Logical. whether to process lists like headings in the Markdown input.
md_eq	Logical. Whether to include LaTeX equations in the Markdown input when converted to other formats.
md_braces	Logical. Whether to remove #ID in the headings of the markdown file (usually in a bookdown> project.
md_bookdown	Logical. Whether the R Markdown syntax text is in bookdown style, i.e. # (PART), # (APPENDIX), and # References as an upper level of the Level 1 heading.
md_maxlevel	Integer or ''. The maximum level of the markdown headings that are displayed in the mind map.
r_seclabel	Character. The ending characters indicating sections in R Markdown.
r_chunkheading	Logical. Whether process the chunk label as headings.
dir_files	Logical. Whether to include files. If FALSE, only folders are included. If TRUE, folders and files are included.
dir_all	Logical. Whether to include all files in a directory. If FALSE, only the names of visible files are included (following Unix-style visibility, that is files whose name does not start with a dot). If TRUE, all file names will be included.
dir_excluded	Character. The directories which are not included in the output.
dir_to	Character. The path of the output directory.
dir_quiet	Logical. Whether to display the results of generated directories.
mmd_shape	Character. The shape of mermaid mindmap nodes. See Mermaid document.
widget_name	Character. The name of the html widget.
widget_width	Numeric. The width of the widget.
widget_height	Numeric. The height of the widget.
widget_elementId	
	Character. The ID of teh Widget.
widget_options	List. Options for the markmap widget. It should be a list passed from the markmapOption() function.

Details

mm() converts between (R) Markdown syntax text, R code, FreeMind mind map code, Mermaid mind map code, and directory, and display them in a HTML widget. It is a wrapper for other conversion functions in this package.

Value

Desired output.

Examples

```
input <- system.file('examples/mindr-md.Rmd', package = 'mindr')
input_txt <- readLines(input, encoding = 'UTF-8')
mm_output <- mm(input_txt, output_type = c('mindmap', 'markdown', 'R', 'widget'))
mm_output
# See the vignette for more examples:
vignette('mindr', package = 'mindr')
```

---

mm2dir   *Generate hierarchical directories according to a FreeMind mind map*

Description

Generate hierarchical directories according to a FreeMind mind map

Usage

```
mm2dir(from = NA, dir_to = NA, dir_quiet = FALSE)
```

Arguments

from	Character. The source text of the (R) Markdown syntax text, the R code, the FreeMind mind map code, or the path to the directory.
dir_to	Character. The path of the output directory.
dir_quiet	Logical. Whether to display the results of generated directories.

Value

Directory generated.

---

mm2md   *Convert FreeMind mind map code into Markdown headings*

Description

Convert FreeMind mind map code into Markdown headings

Usage

```
mm2md(from = NA)
```

Arguments

from	Character. The source text of the (R) Markdown syntax text, the R code, the FreeMind mind map code, or the path to the directory.

Value

Character, showing outline in Markdown syntax.

---

mm2r *Convert FreeMind mind map code into .R code*

Description

Convert FreeMind mind map code into .R code

Usage

```
mm2r(from = NA, r_seclabel = " --------", r_chunkheading = FALSE)
```

Arguments

`from`	Character. The source text of the (R) Markdown syntax text, the R code, the FreeMind mind map code, or the path to the directory.
`r_seclabel`	Character. The ending characters indicating sections in R Markdown.
`r_chunkheading`	Logical. Whether process the chunk label as headings.

Value

Character, R code.

---

mmm *Convert almost any file into mind map.*

Description

Convert almost any file into mind map.

Usage

```
mmm(
  input_file = NA,
  output_type = c("widget", "mindmap", "markdown", "mermaid"),
  input_type = c("auto", "markdown", "mindmap", "R", "dir"),
  root = NA,
  md_list = FALSE,
  md_eq = FALSE,
  md_braces = FALSE,
  md_bookdown = FALSE,
  md_maxlevel = "",
  r_seclabel = " --------",
```

```
    r_chunkheading = FALSE,
    dir_files = TRUE,
    dir_all = TRUE,
    dir_excluded = NA,
    dir_to = NA,
    dir_quiet = FALSE,
  mmd_shape = c("cloud", "rounded_square", "square", "bang", "circle", "hexagon"),
    widget_name = NA,
    widget_width = NULL,
    widget_height = NULL,
    widget_elementId = NULL,
    widget_options = markmapOption(preset = "colorful")
)
```

Arguments

`input_file`	Character. The path to the file for input.
`output_type`	Character. The type of the output. It can be `'widget'`, `'mindmap'`, `'markdown'`, `'R'`, `'dir'`, `'mmd'`. The default value is `'widget'`.
`input_type`	Character. The type of the input text. It can be `'auto'`, `'markdown'`, `'mindmap'`, `'R'`, `'dir'`. The default value is `'auto'`, which means the type will be automatically assigned according to the features of the input text.
`root`	Character. The string displayed as the root (center) of the mind map.
`md_list`	Logical. whether to process lists like headings in the Markdown input.
`md_eq`	Logical. Whether to include LaTeX equations in the Markdown input when converted to other formats.
`md_braces`	Logical. Whether to remove #ID in the headings of the markdown file (usually in a bookdown> project.
`md_bookdown`	Logical. Whether the R Markdown syntax text is in bookdown style, i.e. `# (PART)`, `# (APPENDIX)`, and `# References` as an upper level of the Level 1 heading.
`md_maxlevel`	Integer or ''. The maximum level of the markdown headings that are displayed in the mind map.
`r_seclabel`	Character. The ending characters indicating sections in R Markdown.
`r_chunkheading`	Logical. Whether process the chunk label as headings.
`dir_files`	Logical. Whether to include files. If `FALSE`, only folders are included. If `TRUE`, folders and files are included.
`dir_all`	Logical. Whether to include all files in a directory. If `FALSE`, only the names of visible files are included (following Unix-style visibility, that is files whose name does not start with a dot). If `TRUE`, all file names will be included.
`dir_excluded`	Character. The directories which are not included in the output.
`dir_to`	Character. The path of the output directory.
`dir_quiet`	Logical. Whether to display the results of generated directories.
`mmd_shape`	Character. The shape of mermaid mindmap nodes. See Mermaid document.

widget_name	Character. The name of the html widget.
widget_width	Numeric. The width of the widget.
widget_height	Numeric. The height of the widget.
widget_elementId	
	Character. The ID of teh Widget.
widget_options	List. Options for the markmap widget. It should be a list passed from the markmapOption() function.

Details

The input file type could be .md, .Rmd, .qmd, .R, .mm, .pdf, .docx, .html, .rtf, .odt, .epub, .tex, and any other types which pandoc can convert from. See pandoc for more details.

Value

Desired output.

Examples

```
mp <- mmm(input_file = system.file('examples/mindr-md.Rmd', package = 'mindr'))
mp
# See the vignette for more examples:
vignette('mindr', package = 'mindr')
```

---

outline   *Extract headings of (R) Markdown-syntax text as an outline*

Description

Extract headings of (R) Markdown-syntax text as an outline

Usage

```
outline(
  from,
  md_list = FALSE,
  md_eq = FALSE,
  md_braces = FALSE,
  md_bookdown = FALSE,
  md_maxlevel = ""
)
```

Arguments

`from`	Character. The source text of the (R) Markdown syntax text, the R code, the FreeMind mind map code, or the path to the directory.
`md_list`	Logical. whether to process lists like headings in the Markdown input.
`md_eq`	Logical. Whether to include LaTeX equations in the Markdown input when converted to other formats.
`md_braces`	Logical. Whether to remove #ID in the headings of the markdown file (usually in a bookdown> project.
`md_bookdown`	Logical. Whether the R Markdown syntax text is in bookdown style, i.e. `#` `(PART)`, `#` `(APPENDIX)`, and `#` `References` as an upper level of the Level 1 heading.
`md_maxlevel`	Integer or ''. The maximum level of the markdown headings that are displayed in the mind map.

Value

Character, showing the outline.

---

outline_pdf	*Extract the outline from pdf toc, and output as Markdown*

Description

Extract the outline from pdf toc, and output as Markdown

Usage

```
outline_pdf(input_toc)
```

Arguments

`input_toc`	Character. The table of contents (TOC) of a pdf file, extracted by `pdftools::pdf_toc()`.

Value

Character, showing the TOC in Markdown.

---

r2dir   *Generate hierarchical directories according to the outline of R code*

Description

Generate hierarchical directories according to the outline of R code

Usage

```
r2dir(
  from = NA,
  dir_to = NA,
  md_list = FALSE,
  md_bookdown = TRUE,
  dir_quiet = FALSE
)
```

Arguments

from	Character. The source text of the (R) Markdown syntax text, the R code, the FreeMind mind map code, or the path to the directory.
dir_to	Character. The path of the output directory.
md_list	Logical. whether to process lists like headings in the Markdown input.
md_bookdown	Logical. Whether the R Markdown syntax text is in bookdown style, i.e. # (PART), # (APPENDIX), and # References as an upper level of the Level 1 heading.
dir_quiet	Logical. Whether to display the results of generated directories.

Value

Directory generated.

---

r2md   *Convert R code into (R) Markdown-syntax text*

Description

Convert R code into (R) Markdown-syntax text

Usage

```
r2md(from = NA)
```

Arguments

from	Character. The source text of the (R) Markdown syntax text, the R code, the FreeMind mind map code, or the path to the directory.

Value

R markdown-syntax text.

---

r2mm   *Convert R code into FreeMind mind map code*

Description

Convert R code into FreeMind mind map code

Usage

```
r2mm(
  from = NA,
  root = NA,
  md_list = FALSE,
  md_braces = FALSE,
  md_bookdown = FALSE,
  md_eq = FALSE,
  md_maxlevel = ""
)
```

Arguments

from	Character. The source text of the (R) Markdown syntax text, the R code, the FreeMind mind map code, or the path to the directory.
root	Character. The string displayed as the root (center) of the mind map.
md_list	Logical. whether to process lists like headings in the Markdown input.
md_braces	Logical. Whether to remove #ID in the headings of the markdown file (usually in a bookdown> project.
md_bookdown	Logical. Whether the R Markdown syntax text is in bookdown style, i.e. # (PART), # (APPENDIX), and # References as an upper level of the Level 1 heading.
md_eq	Logical. Whether to include LaTeX equations in the Markdown input when converted to other formats.
md_maxlevel	Integer or ''. The maximum level of the markdown headings that are displayed in the mind map.

Value

Character, FreeMind mind map code.

---

rmvcode *Check whether a digital number is within a given range*

Description

Check whether a digital number is within a given range

Usage

```
rmvcode(index, loc)
```

Arguments

index	integer. a row number in a markdown file
loc	integer vector. the row numbers of the code block indicator, e.g. triple backsticks

Value

logical.

Index