Package ‘rgl’

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Enhances waldo

Description Provides medium to high level functions for 3D interactive graphics, including functions modelled on base graphics (plot3d(), etc.) as well as functions for constructing representations of geometric objects (cube3d(), etc.). Output may be on screen using OpenGL, or to various standard 3D file formats including WebGL, PLY, OBJ, STL as well as 2D image formats, including PNG, Postscript, SVG, PGF.

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SystemRequirements OpenGL and GLU Library (Required for display in R. See "Installing OpenGL support" in README.md. Not needed if only browser displays using rglwidget() are wanted.), zlib (optional), libpng (>=1.2.9, optional), FreeType (optional), pandoc (>=1.14, needed for vignettes)

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R topics documented:

rgl-package ................................................. 5
.check3d .................................................. 6
abclines3d ................................................ 7
addNormals ............................................... 8
ageControl ............................................... 9
all.equal.mesh3d ......................................... 10
arc3d ..................................................... 11
arrow3d ................................................... 13
as.mesh3d ............................................... 14
as.mesh3d.ashape3d ....................................... 16
as.mesh3d.rglId ......................................... 18
as.rglscene ............................................ 20
as.tmesh3d .............................................. 20
as.triangles3d ........................................... 21
aspect3d ................................................ 22
asRow .................................................... 23
axes3d .................................................... 25
bbox3d .................................................... 27
bg3d ..................................................... 29
R topics documented:

<table>
<thead>
<tr>
<th>Function</th>
<th>Page</th>
</tr>
</thead>
<tbody>
<tr>
<td>bgplot3d</td>
<td>31</td>
</tr>
<tr>
<td>Buffer</td>
<td>32</td>
</tr>
<tr>
<td>callbacks</td>
<td>37</td>
</tr>
<tr>
<td>checkDeldir</td>
<td>39</td>
</tr>
<tr>
<td>clipMesh3d</td>
<td>39</td>
</tr>
<tr>
<td>clipplaneControl</td>
<td>43</td>
</tr>
<tr>
<td>contourLines3d</td>
<td>44</td>
</tr>
<tr>
<td>cube3d</td>
<td>46</td>
</tr>
<tr>
<td>cylinder3d</td>
<td>47</td>
</tr>
<tr>
<td>decorate3d</td>
<td>49</td>
</tr>
<tr>
<td>drape3d</td>
<td>50</td>
</tr>
<tr>
<td>elementId2Prefix</td>
<td>52</td>
</tr>
<tr>
<td>ellipse3d</td>
<td>53</td>
</tr>
<tr>
<td>expect_known_scene</td>
<td>54</td>
</tr>
<tr>
<td>extrude3d</td>
<td>55</td>
</tr>
<tr>
<td>facing3d</td>
<td>56</td>
</tr>
<tr>
<td>figWidth</td>
<td>58</td>
</tr>
<tr>
<td>getBoundary3d</td>
<td>58</td>
</tr>
<tr>
<td>gltfTypes</td>
<td>59</td>
</tr>
<tr>
<td>GramSchmidt</td>
<td>60</td>
</tr>
<tr>
<td>grid3d</td>
<td>61</td>
</tr>
<tr>
<td>hover3d</td>
<td>62</td>
</tr>
<tr>
<td>identify3d</td>
<td>64</td>
</tr>
<tr>
<td>import</td>
<td>65</td>
</tr>
<tr>
<td>in_pkgdown_example</td>
<td>65</td>
</tr>
<tr>
<td>light</td>
<td>66</td>
</tr>
<tr>
<td>makeDependency</td>
<td>67</td>
</tr>
<tr>
<td>material3d</td>
<td>69</td>
</tr>
<tr>
<td>matrices</td>
<td>73</td>
</tr>
<tr>
<td>merge.mesh3d</td>
<td>76</td>
</tr>
<tr>
<td>mergeVertices</td>
<td>77</td>
</tr>
<tr>
<td>mesh3d</td>
<td>78</td>
</tr>
<tr>
<td>mfrow3d</td>
<td>79</td>
</tr>
<tr>
<td>observer3d</td>
<td>82</td>
</tr>
<tr>
<td>open3d</td>
<td>83</td>
</tr>
<tr>
<td>par3d</td>
<td>84</td>
</tr>
<tr>
<td>par3dinterp</td>
<td>89</td>
</tr>
<tr>
<td>par3dinterpControl</td>
<td>91</td>
</tr>
<tr>
<td>pch3d</td>
<td>92</td>
</tr>
<tr>
<td>persp3d</td>
<td>93</td>
</tr>
<tr>
<td>persp3d.deldir</td>
<td>96</td>
</tr>
<tr>
<td>persp3d.function</td>
<td>98</td>
</tr>
<tr>
<td>persp3d.triSht</td>
<td>100</td>
</tr>
<tr>
<td>planes3d</td>
<td>102</td>
</tr>
<tr>
<td>play3d</td>
<td>104</td>
</tr>
<tr>
<td>playwidget</td>
<td>106</td>
</tr>
<tr>
<td>plot3d</td>
<td>109</td>
</tr>
<tr>
<td>plot3d.formula</td>
<td>111</td>
</tr>
</tbody>
</table>
plot3d.lm .......................................................... 112
plotmath3d .......................................................... 114
polygon3d .......................................................... 115
primitives .......................................................... 117
propertyControl .................................................. 119
r3d ................................................................. 120
readSTL ............................................................ 121
rgl.attrib .......................................................... 123
rgl.attrib.info .................................................... 124
rgl.bringtotop ..................................................... 126
rgl.getAxisCallback ............................................. 126
rgl.init .......................................................... 127
rgl.pixels .......................................................... 128
rgl.postscript ..................................................... 129
rgl.select .......................................................... 131
rgl.Sweave ......................................................... 132
rgl.useNULL ........................................................ 133
rgl.user2window .................................................. 134
rglExtrafonts ..................................................... 135
rglFonts ........................................................... 137
rglIds ............................................................... 138
rglMouse ........................................................... 139
rglShared ........................................................... 141
rglToLattice ....................................................... 143
rglwidget .......................................................... 144
scene ............................................................... 147
scene3d .............................................................. 148
sceneChange ........................................................ 151
select3d ............................................................ 152
selectpoints3d ..................................................... 154
setAxisCallbacks .................................................. 155
setGraphicsDelay .................................................. 157
setupKnitr .......................................................... 158
setUserCallbacks .................................................. 160
setUserShaders ..................................................... 164
shade3d .............................................................. 167
shadow3d ............................................................ 170
shapelist3d .......................................................... 171
shiny ................................................................. 172
shinyGetPar3d ....................................................... 174
show2d ............................................................... 176
snapshot3d .......................................................... 178
spheres3d ............................................................ 180
spin3d ................................................................. 181
sprites ................................................................. 182
subdivision3d ....................................................... 184
subscene3d ........................................................... 185
subsceneInfo ......................................................... 188
rgl-package

Description

3D real-time rendering system.

Details

RG is a 3D real-time rendering system for R. Multiple windows are managed at a time. Windows may be divided into “subscenes”, where one has the current focus that receives instructions from the R command-line. The device design is oriented towards the R device metaphor. If you send scene management instructions, and there’s no device open, it will be opened automatically. Opened devices automatically get the current device focus. The focus may be changed by using set3d() or useSubscene3d().

RG provides medium to high level functions for 3D interactive graphics, including functions modelled on base graphics (plot3d(), etc.) as well as functions for constructing geometric objects (cube3d(), etc.). Output may be on screen using OpenGL, or to various standard 3D file formats including WebGL, PLY, OBJ, STL as well as 2D image formats, including PNG, Postscript, SVG, PGF.

The open3d() function attempts to open a new RGL window, using default settings specified by the user.

See the first example below to display the ChangeLog.
See Also

r3d for a description of the *3d interface; par3d for a description of scene properties and the rendering pipeline; rgl.useNULL for a description of how to use RGL on a system with no graphics support.

Examples

if (!in_pkgdown_example())
  file.show(system.file("NEWS", package = "rgl"))
example(surface3d)
example(plot3d)

---

.check3d  

Check for an open RGL window.

Description

Mostly for internal use, this function returns the current device number if one exists, or opens a new device and returns that.

Usage

.check3d()

Value

The device number of an RGL device.

Author(s)

Duncan Murdoch

See Also

open3d

Examples

rgl.dev.list()
.check3d()
rgl.dev.list()
.check3d()
rgl.dev.list()
.close3d()
abclines3d

Lines intersecting the bounding box

Description

This adds mathematical lines to a scene. Their intersection with the current bounding box will be drawn.

Usage

abclines3d(x, y = NULL, z = NULL, a, b = NULL, c = NULL, ...)

Arguments

x, y, z  Coordinates of points through which each line passes.

a, b, c  Coordinates of the direction vectors for the lines.

...  Material properties.

Details

Draws the segment of a line that intersects the current bounding box of the scene using the parametrization \((x, y, z) + (a, b, c) \times s\) where \(s\) is a real number.

Any reasonable way of defining the coordinates \(x, y, z\) and \(a, b, c\) is acceptable. See the function \texttt{xyz.coords} for details.

Value

A shape ID of the object is returned invisibly.

See Also

\texttt{planes3d} for mathematical planes.

\texttt{segments3d} draws sections of lines that do not adapt to the bounding box.

Examples

\begin{verbatim}
plot3d(rnorm(100), rnorm(100), rnorm(100))
abclines3d(0, 0, 0, a = diag(3), col = "gray")
\end{verbatim}
addNormals

Add normal vectors to objects so they render more smoothly

Description

This generic function adds normals at each of the vertices of a polyhedron by averaging the normals of each incident face. This has the effect of making the surface of the object appear smooth rather than faceted when rendered.

Usage

addNormals(x, ...)  
## S3 method for class 'mesh3d'  
addNormals(x, angleWeighted = TRUE, ...)

Arguments

x An object to which to add normals.

... Additional parameters which will be passed to the methods.

angleWeighted See Details below.

Details

Currently methods are supplied for "mesh3d" and "shapelist3d" classes.

These methods work by averaging the normals on the faces incident at each vertex. By default these are weighted according to the angle in the polygon at that vertex. If angleWeighted = FALSE, a slightly faster but less accurate weighting by the triangle area is used.

Prior to rgl version 0.104.12 an incorrect weighting was used; it can be partially reproduced by using angleWeighted = NA, but not all the bugs in that scheme will be kept.

Value

A new object of the same class as x, with normals added.

Author(s)

Duncan Murdoch

Examples

open3d()

y <- subdivision3d(tetrahedron3d(col = "red"), depth = 3)
shade3d(y) # No normals
y <- addNormals(y)
shade3d(translate3d(y, x = 1, y = 0, z = 0)) # With normals
ageControl

Set attributes of vertices based on their age

Description

This is a function to produce actions in response to a playwidget or Shiny input control. The mental model is that each of the vertices of some object has a certain birth time; a control sets the current time, so that vertices have ages depending on the control setting. Attributes of those vertices can then be changed.

Usage

ageControl(births, ages, objids = tagged3d(tags), tags, value = 0,
  colors = NULL, alpha = NULL, radii = NULL, vertices = NULL,
  normals = NULL, origins = NULL, texcoords = NULL,
  x = NULL, y = NULL, z = NULL,
  red = NULL, green = NULL, blue = NULL)

Arguments

  births  Numeric birth times of vertices.
  ages    Chosen ages at which the following attributes will apply.
  objids  Object ids to which the changes apply.
  tags    Alternate way to specify objids. Ignored if objids is given.
  value   Initial value; typically overridden by input.
  colors, alpha, radii, vertices, normals, origins, texcoords
            Attributes of the vertices that can be changed. There should be one entry or row
            for each entry in ages.
  x, y, z, red, green, blue
            These one-dimensional components of vertices and colors are provided for convenience.

Details

All attributes must have the same number of entries (rows for the matrices) as the ages vector. The births vector must have the same number of entries as the number of vertices in the object.

Not all objects contain all attributes; if one is chosen that is not a property of the corresponding object, a Javascript alert() will be generated. (This restriction may be removed in the future by attempting to add the attribute when it makes sense.)

If a births entry is NA, no change will be made to that vertex.

Value

A list of class "rglControl" of cleaned up parameter values, to be used in an RGL widget.
Author(s)

Duncan Murdoch

Examples

```r
saveopts <- options(rgl.useNULL = TRUE)
theta <- seq(0, 4*pi, length.out = 100)
xyz <- cbind(sin(theta), cos(theta), sin(theta/2))
lineid <- plot3d(xyz, type="l", alpha = 0, lwd = 5, col = "blue")["data"]

widget <- rglwidget() %>%
  playwidget(ageControl(births = theta,
                       ages = c(-4*pi, -4*pi, 1-4*pi, 0, 0, 1),
                       objids = lineid,
                       alpha = c(0, 1, 0, 0, 1, 0)),
                     start = 0, stop = 4*pi,
                     step = 0.1, rate = 4)
if (interactive() || in_pkgdown_example())
  widget
  options(saveopts)
```

---

`all.equal.mesh3d`  

*Compare mesh3d objects in a meaningful way.*

Description

These functions allow comparison of mesh3d objects, ignoring irrelevant differences. `compare_proxy.mesh3d` can function as a `compare_proxy` method for the `waldo` package, by stripping out `NULL` components and ordering other components alphabetically by name. `all.equal.mesh3d` compares mesh3d objects by using `compare_proxy.mesh3d` to standardize them, then using the regular `all.equal` function to compare them.

Usage

```r
## S3 method for class 'mesh3d'
all.equal(target, current, ...)
compare_proxy.mesh3d(x, path = "x")
```

Arguments

target, current

Two mesh3d objects to compare.

x

A single mesh3d object to standardize.

path

The string to use in a `waldo` display of this object.

...  

Additional parameters to pass to `all.equal`.
Value

all.equal.mesh3d returns TRUE, or a character vector describing (some of) the differences.

compare_proxy.mesh3d returns a list containing two components:

- **object** a copy of x with relevant components in alphabetical order.
- **path** a modification of the path label for x

Note

**waldo** is not an installation requirement for **rgl** and **rgl** will never cause it to be loaded. The compare_proxy.mesh3d function will only be registered as a method for waldo::compare_proxy if you load **waldo** before **rgl**, as would normally happen during testing using testthat, or if you load it before calling mesh3d, as might happen if you are doing manual tests.

description

Given starting and ending points on a sphere and the center of the sphere, draw the great circle arc between the starting and ending points. If the starting and ending points have different radii, a segment of a logarithmic spiral will join them, unless they are in the same direction, in which case a straight line will join them.

Usage

```r
arc3d(from, to, center, radius, n, circle = 50, base = 0, plot = TRUE, ...)
```

Arguments

- **from** One or more points from which to start arcs.
- **to** One or more destination points.
- **center** One or more center points.
- **radius** If not missing, a vector of length n giving the radii at each point between from and to. If missing, the starting and ending points will be joined by a logarithmic spiral.
- **n** If not missing, how many segments to use between the first and last point. If missing, a value will be calculated based on the angle between starting and ending points as seen from the center.
- **circle** How many segments would be used if the arc went completely around a circle.
- **base** See Details below.
- **plot** Should the arcs be plotted, or returned as a matrix?
- **...** Additional parameters to pass to points3d.
Details

If any of from, to or center is an n by 3 matrix with n > 1, multiple arcs will be drawn by recycling each of these parameters to the number of rows of the longest one.

If the vector lengths of from - center and to - center differ, then instead of a spherical arc, the function will draw a segment of a logarithmic spiral joining the two points.

By default, the arc is drawn along the shortest great circle path from from to to, but the base parameter can be used to modify this. If base = 1 is used, the longer arc will be followed. Larger positive integer values will result in base - 1 loops in that direction completely around the sphere. Negative values will draw the curve in the same direction as the shortest arc, but with abs(base) full loops. It doesn’t make much sense to ask for such loops unless the radii of from and to differ, because spherical arcs would overlap. Normally the base parameter is left at its default value of 0.

When base is non-zero, the curve will be constructed in multiple pieces, between from, to, -from and -to, for as many steps as necessary. If n is specified, it will apply to each of these pieces.

Value

If plot = TRUE, called mainly for the side effect of drawing arcs. Invisibly returns the object ID of the collection of arcs.

If plot = FALSE, returns a 3 column matrix containing the points that would be drawn as the arcs.

Author(s)

Duncan Murdoch

Examples

```r
normalize <- function(v) v/sqrt(sum(v^2))

# These vectors all have the same length
from <- t(apply(matrix(rnorm(9), ncol = 3), 1, normalize))
to <- normalize(rnorm(3))
center <- c(0, 0, 0)

open3d()
spheres3d(center, radius = 1, col = "white", alpha = 0.2)
arc3d(from, to, center, col = "red")
arc3d(from, 2*to, center, col = "blue")

text3d(rbind(from, to, center, 2*to),
   texts = c(paste0("from", 1:3), "to", "center", "2*to"),
   depth_mask = FALSE, depth_test = "always")
```
**Description**

Draws various types of arrows in a scene.

**Usage**

```
arrow3d(p0 = c(1, 1, 1), p1 = c(0, 0, 0),
        barblen, s = 1/3, theta = pi/12,
        type = c("extrusion", "lines", "flat", "rotation"),
        n = 3, width = 1/3, thickness = 0.618 * width,
        spriteOrigin = NULL,
        plot = TRUE, ...)
```

**Arguments**

- `p0`: The base of the arrow.
- `p1`: The head of the arrow.
- `barblen`: The length of the barbs (in display coordinates). Default given by `s`.
- `s`: The length of the barbs as a fraction of line length. Ignored if `barblen` is present.
- `theta`: Opening angle of barbs.
- `type`: Type of arrow to draw. Choose one from the list of defaults. Can be abbreviated. See below.
- `n`: Number of barbs.
- `width`: Width of shaft as fraction of barb width.
- `thickness`: Thickness of shaft as fraction of barb width.
- `spriteOrigin`: If arrow is to be replicated as sprites, the origins relative to which the sprites are drawn.
- `plot`: If `TRUE` (the default), plot the object; otherwise return the computed data that would be used to plot it.
- `...`: Material properties passed to `polygon3d`, `shade3d` or `segments3d`.

**Details**

Four types of arrows can be drawn. The shapes of all of them are affected by `p0`, `p1`, `barblen`, `s`, `theta`, material properties in `...`, and `spriteOrigin`. Other parameters only affect some of the types, as shown.

- "extrusion" (default) A 3-dimensional flat arrow, drawn with `shade3d`. Affected by `width`, `thickness` and `smooth`.
- "lines" Drawn with lines, similar to `arrows`, drawn with `segments3d`. Affected by `n`.
- "flat" A flat arrow, drawn with `polygon3d`. Affected by `width` and `smooth`. 

“rotation” A solid of rotation, drawn with shade3d. Affected by n and width.

Normally this function draws just one arrow from p0 to p1, but if spriteOrigin is given (in any form that xyz.coords(spriteOrigin) can handle), arrows will be drawn for each point specified, with p0 and p1 interpreted relative to those origins. The arrows will be drawn as 3D sprites which will maintain their orientation as the scene is rotated, so this is a good way to indicate particular locations of interest in the scene.

Value

If plot = TRUE (the default), this is called mainly for the side effect of drawing the arrow; invisibly returns the id(s) of the objects drawn.

If plot = FALSE, the data that would be used in the plot (not including material properties) is returned.

Author(s)

Design based on heplots::arrow3d, which contains modifications by Michael Friendly to a function posted by Barry Rowlingson to R-help on 1/10/2010. Additions by Duncan Murdoch.

Examples

xyz <- matrix(rnorm(300), ncol = 3)
plot3d(xyz)
arrow3d(xyz[,1], xyz[,2], type = "extrusion", col = "red")
arrow3d(xyz[,3], xyz[,4], type = "flat", col = "blue")
arrow3d(xyz[,5], xyz[,6], type = "rotation", col = "green")
arrow3d(xyz[,7], xyz[,8], type = "lines", col = "black")
arrow3d(spriteOrigin = xyz[,9:12], col = "purple")

as.mesh3d

Convert object to mesh object

Description

The as.mesh3d generic function converts various objects to mesh3d objects.

The default method takes a matrix of vertices as input and (optionally) merges repeated vertices, producing a mesh3d object as output. It will contain either triangles or quads or segments or points according to the type argument.

If the generic is called without any argument, it will pass all RGL ids from the current scene to the as.mesh3d.rglId method.
Usage

as.mesh3d(x, ...)  
## Default S3 method:  
as.mesh3d(x, y = NULL, z = NULL,  
type = c("triangles", "quads", "segments", "points"),  
smooth = FALSE,  
tolerance = sqrt(.Machine$double.eps),  
notEqual = NULL,  
merge = TRUE,  
...,  
triangles)

Arguments

x, y, z  
For the generic, x is the object to convert. For the default method, x, y and z are coordinates. Any reasonable way of defining the coordinates is acceptable. See the function xyz.coords for details.

type  
What type of things should be in the mesh? Tries this list in order until it finds one that works.

smooth  
If TRUE, addNormals will be called on the mesh object to make it render smoothly.

tolerance  
The numerical tolerance to be used in all.equal to determine whether two vertices should be merged.

notEqual  
If not NULL, an n by n matrix of logical values, where n is the number of vertices as input. TRUE entries indicate that the corresponding pair of vertices should not be merged even if they appear equal.

merge  
Should apparently equal vertices be merged?

...  
Material properties to pass to tmesh3d or qmesh3d.

triangles  
Deprecated. If present, TRUE indicates type = "triangles" and FALSE indicates type = "quads".

Details

The motivation for this function is the following problem: I was asked whether RGL could render a surface made up of triangles or quadrilaterals to look smooth. It can do that, but needs normals at each vertex; they should be the average of the normals for each polygon sharing that vertex. Then OpenGL will interpolate the normals across the polygons and give the illusion of smoothness.

To do this, it needs to know which polygons share each vertex. If the surface is described as a list of triangles or quadrilaterals, that means identifying vertices that are in multiple polygons, and converting the representation to a "mesh3d" object (which is a matrix of vertices and a matrix of vertex numbers making up triangles or quads). Then the addNormals function will add the normals.

Sometimes two polygons will share vertices (within numerical tolerance) without the user wanting them to be considered internal to the surface, or might want one sharp edge in an otherwise smooth surface. This means I needed a way to declare that two vertices from the original list of vertices in the triangles or quads are "not equal", even when they test numerically equal. That's what the notEqual matrix specifies.
Value

A "mesh3d" object with the same faces as in the input, but (if merge=TRUE) with vertices that test equal to within tolerance merged.

Author(s)

Duncan Murdoch

Examples

xyz <- matrix(c(-1, -1, -1,
                -1, 1, -1,
                1, 1, -1,
                1, -1, -1,
                -1, 1, -1,
                -1, 1, 1,
                1, 1, 1,
                1, 1, -1,
                1, -1, -1,
                1, 1, -1,
                1, 1, 1,
                1, -1, 1), byrow = TRUE, ncol = 3)
mesh <- as.mesh3d(xyz, type = "quads", col = "red")
mesh$vib
mesh$ib
open3d()
shade3d(mesh)

# Stop vertices 2 and 5 from being merged
notEQ <- matrix(FALSE, 12, 12)
notEQ[2, 5] <- TRUE
mesh <- as.mesh3d(xyz, type = "quads", notEqual = notEQ)
mesh$vib
mesh$ib

---

as.mesh3d.ashape3d Convert alpha-shape surface of a cloud of points to RGL mesh object

Description

The alphashape3d::ashape3d function computes the 3D α-shape of a cloud of points. This is an approximation to the visual outline of the cloud. It may include isolated points, line segments, and triangular faces: this function converts the triangular faces to an RGL tmesh3d object.

Usage

## S3 method for class 'ashape3d'
as.mesh3d(x,
    alpha = x$alpha[1],
tri_to_keep = 2L,
col = "gray",
smooth = FALSE, normals = NULL,
texcoords = NULL, ...)

Arguments

x An object of class "ashape3d".

alpha Which alpha value stored in x should be converted?

tri_to_keep Which triangles to keep. Expert use only: see triang entry in Value section of
ashape3d for details.

col The surface colour.

smooth Whether to attempt to add normals to make the surface look smooth. See the
Details below.

normals, texcoords Normals and texture coordinates at each vertex can be specified.

... Additional arguments to pass to use as material3d properties on the resulting
mesh.

Details

Edelsbrunner and Mucke’s (1994) α-shape algorithm is intended to compute a surface of a gen-
eral cloud of points. Unlike the convex hull, the cloud may have voids, isolated points, and other
oddities. This function is designed to work in the case where the surface is made up of simple
polygons.

If smooth = TRUE, this method attempts to orient all of the triangles in the surface consistently and
add normals at each vertex by averaging the triangle normals. However, for some point clouds, the
α-shape will contain sheets of polygons with a few solid polyhedra embedded. This does not allow a
consistent definition of "inside" and outside. If this is detected, a warning is issued and the resulting
mesh will likely contain boundaries where the assumed orientation of triangles changes, resulting in
ugly dark lines through the shape. Larger values of alpha in the call to alphashape3d::ashape3d
may help.

Methods for plot3d and persp3d are also defined: they call the as.mesh3d method and then plot
the result.

Value

A "mesh3d" object, suitable for plotting.

Author(s)

Duncan Murdoch
References


Examples

```r
if (requireNamespace("alphashape3d", quietly = TRUE)) {
  set.seed(123)
  n <- 400 # 1000 gives a nicer result, but takes longer
  xyz <- rbind(cbind(runif(n), runif(n), runif(n)),
               cbind(runif(n/8, 1, 1.5),
                     runif(n/8, 0.25, 0.75),
                     runif(n/8, 0.25, 0.75)))
  ash <- suppressMessages(alphashape3d::ashape3d(xyz, alpha = 0.2))
  m <- as.mesh3d(ash, smooth = TRUE)
  open3d()
  mfrow3d(1, 2, sharedMouse = TRUE)
  plot3d(xyz, size = 1)
  plot3d(m, col = "red", alpha = 0.5)
  points3d(xyz, size = 1)
}
```

---

as.mesh3d.rglId

Convert object in plot to RGL mesh object

Description

This method attempts to read the attributes of objects in the rgl display and construct a mesh3d object to approximate them.

Usage

```r
## S3 method for class 'rglId'
as.mesh3d(x, type = NA, subscene = NA, ...)
```

Arguments

- `x`: A vector of RGL identifiers of objects in the specified subscene.
- `type`: A vector of names of types of shapes to convert. Other shapes will be ignored.
- `subscene`: Which subscene to look in; the default NA specifies the current subscene.
- `...`: Ignored.
Details

This function attempts to construct a triangle mesh to approximate one or more objects from the current display. It can handle objects of types from c("points", "lines", "linestrip", "triangles", "quads", "planes", "surface").

Since this method only produces meshes containing points, segments and triangles, they won’t necessarily be an exact match to the original object.

If the generic `as.mesh3d` is called with no `x` argument, this method will be called with `x` set to the `ids` in the current scene.

Value

A mesh object.

Author(s)

Duncan Murdoch

See Also

`as.triangles3d.rglId` for extracting the triangles, `clipMesh3d` to apply complex clipping to a mesh object.

Examples

```r
# volcano example taken from "persp"
#
data(volcano)

z <- 2 * volcano            # Exaggerate the relief
x <- 10 * (1:nrow(z))       # 10 meter spacing (S to N)
y <- 10 * (1:ncol(z))        # 10 meter spacing (E to W)

zlim <- range(y)

colorlut <- terrain.colors(zlen) # height color lookup table

col <- colorlut[ z - zlim[1] + 1 ] # assign colors to heights for each point

open3d(useNULL = TRUE)
surface3d(x, y, z, color = col)
m <- as.mesh3d()
close3d()

open3d()
shade3d(m)
```
as.rglscene  
Convert an object to an rglscene object.

Description
This is a placeholder generic function, to allow other packages to create "rglscene" objects compatible with the objects produced by scene3d.
No methods are currently defined in rgl.

Usage
as.rglscene(x, ...)

Arguments
x  Object to convert.
...  Other parameters to pass to methods.

as.tmesh3d  
Convert object to a triangular mesh

Description
Converts the quads in a mesh version of an object to triangles by splitting them up. Optionally drops any point or segment components.

Usage
as.tmesh3d(x, ...)
## Default S3 method:
as.tmesh3d(x, drop = FALSE, ...)
## S3 method for class 'mesh3d'
as.tmesh3d(x, drop = FALSE, keepTags = FALSE, ...)

Arguments
x  An object from which to create a triangular mesh object.
drop  If TRUE, drop any point or segment components.
keepTags  Whether to include the "tags" component in the output.
...  Ignored in the mesh3d method, passed to as.mesh3d in the default method.

details
The default method simply calls as.mesh3d(x, ...) and passes the result to the "mesh3d" method.
as.triangles3d  

Value
A "mesh3d" object containing no quads. If drop = TRUE, it will only contain triangles. If keepTags = TRUE, a "tags" element will be added to the result. For details, see the clipMesh3d help page.

Note
Older versions of rgl had a "tmesh3d" class for meshes of triangles. That class is no longer used: as.tmesh3d and tmesh3d both produce "mesh3d" objects.

Author(s)
Duncan Murdoch

See Also
as.triangles3d to get just the coordinates.

Examples
x <- cuboctahedron3d()
x # has quads and triangles
as.tmesh3d(x) # has only triangles

as.triangles3d  Convert an object to triangles

Description
This generic and its methods extract or creates a matrix of coordinates of triangles from an object, suitable for passing to triangles3d.

Usage
as.triangles3d(obj, ...)
## S3 method for class 'rglId'
as.triangles3d(obj,
   attribute = c("vertices", "normals", "texcoords", "colors"),
   subscene = NA,
   ...)

Arguments
  obj             The object to convert.
  attribute       Which attribute of an RGL object to extract?
  subscene        Which subscene is this object in?
  ...            Additional arguments used by the methods.
The method for "rglId" objects can extract several different attributes, organizing them as it would organize the vertices for the triangles.

Value

An n x 3 matrix containing the vertices of triangles making up the object. Each successive 3 rows of the matrix corresponds to a triangle.

If the attribute doesn’t exist, NULL will be returned.

Author(s)

Duncan Murdoch

See Also

as.mesh3d to also capture material properties.

Examples

open3d()
x <- surface3d(x = 1:10, y = 1:10, z = rnorm(100), col = "red")
tri <- as.triangles3d(x)
open3d()
triangles3d(tri, col = "blue")

aspect3d

Set the aspect ratios of the current plot

Description

This function sets the apparent ratios of the x, y, and z axes of the current bounding box.

Usage

aspect3d(x, y = NULL, z = NULL)

Arguments

x The ratio for the x axis, or all three ratios, or "iso"
y The ratio for the y axis
z The ratio for the z axis
Details

If the ratios are all 1, the bounding box will be displayed as a cube approximately filling the display. Values may be set larger or smaller as desired. Aspect "iso" signifies that the coordinates should all be displayed at the same scale, i.e. the bounding box should not be rescaled. (This corresponds to the default display before aspect3d has been called.) Partial matches to "iso" are allowed.

aspect3d works by modifying par3d("scale").

Value

The previous value of the scale is returned invisibly.

Author(s)

Duncan Murdoch

See Also

plot3d, par3d

Examples

```r
x <- rnorm(100)
y <- rnorm(100)*2
z <- rnorm(100)*3

open3d()
plot3d(x, y, z)
aspect3d(1, 1, 0.5)
highlevel() # To trigger display
open3d()
plot3d(x, y, z)
aspect3d("iso")
highlevel()
```

---

**asRow**

*Convenience functions for RGL HTML layouts*

Description

The asRow function arranges objects in a row in the display; the getWidgetId function extracts the HTML element ID from an HTML widget.

Usage

```r
asRow(..., last = NA, height = NULL, colsize = 1)
getWidgetId(widget)
```
Arguments

... Either a single "combineWidgets" object produced by asRow or a %>% pipe of RGL objects, or several objects intended for rearrangement.

last If not NA, the number of objects from ... that are to be arranged in a row. Earlier ones will remain in a column.

height An optional height for the resulting row. This is normally specified in pixels, but will be rescaled as necessary to fit the display.

colsize A vector of relative widths for the columns in the row.

widget A single HTML widget from which to extract the HTML element ID.

Details

Using asRow requires that the manipulateWidget package is installed.

asRow produces a "combineWidgets" object which is a single column whose last element is another "combineWidgets" object which is a single row.

If n objects are given as input and last is given a value less than n, the first n - last objects will be displayed in a column above the row containing the last objects.

Value

asRow returns a single "combineWidgets" object suitable for display or nesting within a more complicated display.

getWidgetId returns a character string containing the HTML element ID of the widget.

Author(s)

Duncan Murdoch

See Also

pipe for the %>% operator.

Examples

if (requireNamespace(" manipulateWidget", quietly = TRUE) && require("crosstalk", quietly = TRUE)) {
  sd <- SharedData$new(mtcars)
  ids <- plot3d(sd$origData(), col = mtcars$cyl, type = "s")
  # Copy the key and group from existing shared data
  rglsd <- rglShared(ids["data"], key = sd$key(), group = sd$groupName())
  w <- rglwidget(shared = rglsd) %>%
      asRow("Mouse mode: ", rglMouse(getWidgetId(.)),
      "Subset: ", filter_checkbox("cylinderselector",
      "Cylinders", sd, ~ cyl, inline = TRUE),
      last = 4, colsize = c(1,2,1,2), height = 60)
  if (interactive() || in_pkgdown_example())
    w
}
}
axes3d  

**Draw boxes, axes and other text outside the data**

**Description**
These functions draw axes, boxes and text outside the range of the data. axes3d, box3d and title3d are the higher level functions; normally the others need not be called directly by users.

**Usage**

```r
axes3d(edges = "bbox", labels = TRUE, tick = TRUE, nticks = 5, box = FALSE, expand = 1.03, ...)
box3d(...)  
title3d(main = NULL, sub = NULL, xlab = NULL, ylab = NULL, zlab = NULL, line = NA, level = NA, floating = NULL, ...)
axis3d(edge, at = NULL, labels = TRUE, tick = TRUE, line = 0, pos = NULL, nticks = 5, ...)
mtext3d(text, edge, at = NULL, line = 0, level = 0, floating = FALSE, pos = NA, ...)
```

**Arguments**

- **edges**
  a code to describe which edge(s) of the box to use; see Details below
- **labels**
  whether to label the axes, or (for axis3d) the labels to use
- **tick**
  whether to use tick marks
- **nticks**
  suggested number of ticks
- **box**
  draw the full box if "bbox" axes are used
- **expand**
  how much to expand the box around the data
- **main**
  the main title for the plot
- **sub**
  the subtitle for the plot
- **xlab, ylab, zlab**
  the axis labels for the plot
- **line, level**
  the "line" of the plot margin to draw the label on, and "level" above or below it
- **floating**
  which mode of axis labels? One of TRUE, FALSE or NA. (NULL may also be used in title3d calls). See Details for how these are handled.
- **edge, pos**
  the position at which to draw the axis or text
- **text**
  the text to draw
- **at**
  the value of a coordinate at which to draw the axis or labels.
- **...**
  additional parameters which are passed to bbox3d or material3d
The rectangular prism holding the 3D plot has 12 edges. They are identified using 3 character strings. The first character (`x`, `y`, or `z`) selects the direction of the axis. The next two characters are each `-` or `+`, selecting the lower or upper end of one of the other coordinates. If only one or two characters are given, the remaining characters normally default to `-` (but with \texttt{mtext3d(..., floating = FALSE)} the default is `+`; see below). For example, \texttt{edge = `/`quotesingle.Var`x+`quotesingle.Var} draws an x-axis at the high level of y and the low level of z.

By default, \texttt{axes3d} uses the \texttt{bbox3d} function to draw the axes. The labels will move so that they do not obscure the data. Alternatively, a vector of arguments as described above may be used, in which case fixed axes are drawn using \texttt{axis3d}.

As of \texttt{rgl} version 0.106.21, axis drawing has changed significantly. Text drawn in the margins will adapt to the margins (see \texttt{bbox3d}). The edge and \texttt{floating} parameters will be recorded in the \texttt{margin} and \texttt{floating} material properties for the object.

If \texttt{floating = FALSE}, they will be drawn on the specified edge.

If \texttt{floating = TRUE}, they will move as the axis labels move when the scene is rotated. The signs on the edge specification are interpreted as agreeing with the axis ticks `+` or disagreeing `-`. For example, `"x++"` will draw text on the x axis in the same edge as the ticks, while `"x--"` will draw on the opposite edge.

The final possible value for \texttt{floating} in \texttt{mtext3d} is \texttt{NA}, which reproduces legacy \texttt{rgl} behaviour. In this case the labels are not tied to the bounding box, so they should be drawn last, or they could appear inside the box, overlapping the data.

In \texttt{title3d} \texttt{floating = NULL} (the default) indicates the main title and subtitle will be fixed while the axis labels will be floating. The default locations for title and subtitle are \texttt{line = 2} and \texttt{level = 2} on edges `"x++"` and `"x--"` respectively. The axis labels float at \texttt{line = 4} and \texttt{level = 1} on the same edge as the ticks.

The \texttt{at} parameter in \texttt{axis3d} is the location of the ticks, defaulting to \texttt{pretty} locations. In \texttt{mtext3d} the \texttt{at} parameter is the location on the specified axis at which to draw the text, defaulting to the middle of the bounding box.

The \texttt{line} parameter is the line counting out from the box in the same direction as the axis ticks, and \texttt{level} is the line out in the orthogonal direction. The ticks run from \texttt{line = 0} to \texttt{line = 1}, and the tick labels are drawn at \texttt{line = 2}. Both are drawn at \texttt{level = 0}.

The \texttt{pos} parameter is only supported in legacy mode. If it is a numeric vector of length 3, \texttt{edge} determines the direction of the axis and the tick marks, and the values of the other two coordinates in \texttt{pos} determine the position. The \texttt{level} parameter is ignored in legacy mode.

For \texttt{mtext3d} in \texttt{floating = TRUE} or \texttt{floating = FALSE}, there are 3 special values for the \texttt{at} parameter: it may be `-Inf`, \texttt{NA} or `+Inf`, referring to the bottom, middle or top of the given axis respectively.

\textbf{Value}

These functions are called for their side effects. They return the object IDs of objects added to the scene.
Note

mtext3d is a wrapper for text3d that sets the margin and floating material properties. In fact, these properties can be set for many kinds of objects (most kinds where it would make sense), with the effect that the object will be drawn in the margin, with x coordinate corresponding to at, y corresponding to line, and z corresponding to level.

Author(s)
Duncan Murdoch

See Also
Classic graphics functions axis, box, title, mtext, and RGL function bbox3d.

Examples

open3d()
points3d(rnorm(10), rnorm(10), rnorm(10))

# First add standard axes
axes3d()

# and one in the middle (the NA will be ignored, a number would # do as well)
axis3d('x', pos = c(NA, 0, 0))

# add titles
title3d('main', 'sub', 'xlab', 'ylab', 'zlab')

rgl.bringtotop()

open3d()
points3d(rnorm(10), rnorm(10), rnorm(10))

# Use fixed axes
axes3d(c('x', 'y', 'z'))

# Put 4 x-axes on the plot
axes3d(c('x--', 'x+-', 'x+-', 'x++'))

axis3d('x', pos = c(NA, 0, 0))
title3d('main', 'sub', 'xlab', 'ylab', 'zlab')
Usage
bbox3d(xat = NULL, yat = NULL, zat = NULL,
xunit = "pretty", yunit = "pretty", zunit = "pretty",
expand = 1.03,
draw_front = FALSE,
xlab=NULL, ylab=NULL, zlab=NULL,
  xlen=5, ylen=5, zlen=5,
marklen=15.0, marklen.rel=TRUE, ...)

Arguments
xat, yat, zat  vector specifying the tickmark positions
xlab, ylab, zlab  character vector specifying the tickmark labeling
xunit, yunit, zunit  value specifying the tick mark base for uniform tick mark layout
xlen, ylen, zlen  value specifying the number of tickmarks
marklen  value specifying the length of the tickmarks
marklen.rel  logical, if TRUE tick mark length is calculated using 1/marklen * axis length, otherwise tick mark length is marklen in coordinate space
expand  value specifying how much to expand the bounding box around the data
draw_front  draw the front faces of the bounding box
...  Material properties (or other rgl.bbox parameters in the case of bbox3d). See material3d for details.

Details
Four different types of tick mark layouts are possible. This description applies to the X axis; other axes are similar: If xat is not NULL, the ticks are set up at custom positions. If xunit is numeric but not zero, it defines the tick mark base. If it is "pretty" (the default in bbox3d), ticks are set at pretty locations. If xlen is not zero, it specifies the number of ticks (a suggestion if xunit is "pretty").

The first color specifies the bounding box, while the second one specifies the tick mark and font color.

bbox3d defaults to pretty locations for the axis labels and a slightly larger box, whereas rgl.bbox covers the exact range.

axes3d offers more flexibility in the specification of the axes, but they are static, unlike those drawn by bbox3d.

Value
This function is called for the side effect of setting the bounding box decoration. A shape ID is returned to allow pop3d to delete it.
See Also

material3d, axes3d

Examples

open3d()
p points3d(rnorm(100), rnorm(100), rnorm(100))bbox3d(color = c("#333377", "black"), emission = "#333377",
specular = "#3333FF", shininess = 5, alpha = 0.8)

bg3d

Set up background

Description

Set up the background of the scene.

Usage

bg3d(color,
sphere=FALSE,
back="lines",
fogtype="none",
fogScale = 1,
col, ...)

Arguments

color, col See Details below.
sphere logical: if TRUE, an environmental sphere geometry is used for the background decoration.
back Specifies the fill style of the sphere geometry. See material3d for details.
fogtype fog type:
"none" no fog
"linear" linear fog function
"exp" exponential fog function
"exp2" squared exponential fog function
Fog only applies to objects with material3d property fog set to TRUE.
fogScale Scaling for fog. See Details.
... Additional material properties. See material3d for details.
Details

The background color is taken from color or col if color is missing. The first entry is used for background clearing and as the fog color. The second (if present) is used for background sphere geometry.

If color and col are both missing, the default is found in the r3dDefaults$bg list, or "white" is used if nothing is specified there.

If sphere is set to TRUE, an environmental sphere enclosing the whole scene is drawn.

If not, but the material properties include a bitmap as a texture, the bitmap is drawn in the background of the scene. (The bitmap colors modify the general color setting.)

If neither a sphere nor a bitmap background is drawn, the background is filled with a solid color.

The fogScale parameter should be a positive value to change the density of the fog in the plot. For fogtype = "linear" it multiplies the density of the fog; for the exponential fog types it multiplies the density parameter used in the display.

See the OpenGL 2.1 reference for the formulas used in the fog calculations within R (though the "exp2" formula appears to be wrong, at least on my system). In WebGL displays, the following rules are used. They appear to match the rules used in R on my system.

- For "linear" fog, the near clipping plane is taken as \( c = 0 \), and the far clipping plane is taken as \( c = 1 \). The amount of fog is \( s \times c \) clamped to a 0 to 1 range, where \( s = \text{fogScale} \).
- For "exp" and "exp2" fog, the observer location is negative at a distance depending on the field of view. The formula for the distance is\
  \[ c = \frac{1 - \sin(\theta)}{1 + \sin(\theta)} \]

  where \( \theta = \text{FOV}/2 \). We calculate\
  \[ c' = d(1 - c) + c \]

  so \( c' \) runs from 0 at the observer to 1 at the far clipping plane.

- For "exp" fog, the amount of fog is \( 1 - \exp(-s \times c') \).
- For "exp2" fog, the amount of fog is \( 1 - \exp(-(s \times c')^2) \).

See Also

material3d, bgplot3d to add a 2D plot as background.

Examples

open3d()

# a simple white background

bg3d("white")

# the holo-globe (inspired by star trek):

bg3d(sphere = TRUE, color = c("black", "green"), lit = FALSE, back = "lines" )
# an environmental sphere with a nice texture.

g3d(sphere = TRUE, texture = system.file("textures/sunsleep.png", package = "rgl"),
    back = "filled")

# The same texture as a fixed background

g3d()

g3d(texture = system.file("textures/sunsleep.png", package = "rgl"), col = "white")

---

**bgplot3d**

Use base graphics for RGL background

**Description**

Add a 2D plot or a legend in the background of an RGL window.

**Usage**

```r
bgplot3d(expression, bg.color = getr3dDefaults("bg", "color"),
          magnify = 1, ...)
legend3d(...)```

**Arguments**

- `expression`: Any plotting commands to produce a plot.
- `bg.color`: The color to use for the background.
- `magnify`: Multiplicative factor to apply to size of window when producing background plot.
- `...`: For `legend3d`, arguments to pass to `bgplot3d` or `legend`; for `bgplot3d`, arguments to pass to `g3d`.

**Details**

The `bgplot3d` function opens a png device and executes `expression`, producing a plot there. This plot is then used as a bitmap background for the current RGL subscene.

The `legend3d` function draws a standard 2D legend to the background of the current subscene by calling `bgplot3d` to open a device, and setting up a plot region there to fill the whole display.

**Value**

The `bgplot3d` function invisibly returns the ID of the background object that was created, with attribute "value" holding the value returned when the expression was evaluated.

The `legend3d` function does similarly. The "value" attribute is the result of the call to `legend`. The scaling of the coordinates runs from 0 to 1 in X and Y.
Note

Because the background plots are drawn as bitmaps, they do not resize very gracefully. It’s best to size your window first, then draw the background at that size.

Author(s)

Duncan Murdoch

See Also

bg3d for other background options.

Examples

```r
x <- rnorm(100)
y <- rnorm(100)
z <- rnorm(100)

open3d()
# Needs to be a bigger window than the default
par3d(windowRect = c(100, 100, 612, 612))
parent <- currentSubscene3d()
mfrow3d(2, 2)
plot3d(x, y, z)
next3d(reuse = FALSE)
bgplot3d(plot(y, z))
next3d(reuse = FALSE)
bgplot3d(plot(x, z))
next3d(reuse = FALSE)

legend3d("center", c("2D Points", "3D Points"), pch = c(1, 16))

useSubscene3d(parent)
```

---

**Buffer**

R6 Class for binary buffers in glTF files.

Description

These files typically have one buffer holding all the binary data for a scene.

Methods

Public methods:

- `Buffer$new()`
- `Buffer$load()`
- `Buffer$saveOpenBuffer()`
- `Buffer$getBuffer()`
- `Buffer$setBuffer()`
- `Buffer$openBuffer()`
- `Buffer$writeBuffer()`
- `Buffer$closeBuffer()`
- `Buffer$closeBuffers()`
- `Buffer$getBufferview()`
- `Buffer$addBufferView()`
- `Buffer$openBufferview()`
- `Buffer$setBufferview()`
- `Buffer$getAccessor()`
- `Buffer$setAccessor()`
- `Buffer$readAccessor()`
- `Buffer$readAccessor0()`
- `Buffer$addAccessor()`
- `Buffer$dataURI()`
- `Buffer$as.list()`
- `Buffer$clone()`

**Method new():**

*Usage:*
```
Buffer$new(json = NULL, binfile = NULL)
```

*Arguments:*
- `json` list read from glTF file.
- `binfile` optional External binary filename, or raw vector

**Method load():** Load from file.

*Usage:*
```
Buffer$load(uri, buf = 0)
```

*Arguments:*
- `uri` Which file to load.
- `buf` Which buffer number to load.

**Method saveOpenBuffer():** Write open buffer to connection.

*Usage:*
```
Buffer$saveOpenBuffer(con, buf = 0)
```

*Arguments:*
- `con` Output connection.
- `buf` Buffer number.

**Method getBuffer():** Get buffer object.

*Usage:*
```
Buffer$getBuffer(buf, default = list(byteLength = 0))
```

*Arguments:*
- `buf` Buffer number.
default Default buffer object if buf not found.

Returns: A list containing components described here: https://registry.khronos.org/gltF/specs/2.0/gltF-2.0.html#reference-buffer.

Method setBuffer(): Set buffer object.

Usage:
Buffer$setBuffer(buf, buffer)

Arguments:
buf Buffer number.
buffer New value to insert.

Method openBuffer(): Open a connection for the data in a buffer.

Usage:
Buffer$openBuffer(buf)

Arguments:
buf Buffer number.

Returns: An open binary connection.

Method writeBuffer(): Write data to buffer.

Usage:
Buffer$writeBuffer(values, type, size, buf = 0)

Arguments:
values Values to write.
type Type to write.
size Byte size of each value.
buf Which buffer to write to.

Returns: Byte offset of start of bytes written.

Method closeBuffer(): Close the connection in a buffer.
If there was a connection open, this will save the contents in the raw vector bytes within the
buffer object.

Usage:
Buffer$closeBuffer(buf)

Arguments:
buf The buffer number.

Method closeBuffers(): Close any open buffers.
Call this after working with a GLTF file to avoid warnings from R about closing unused connections.

Usage:
Buffer$closeBuffers()

Method getBufferview(): Get bufferView object.
Buffer

Usage:
Buffer$getBufferview(bufv)

Arguments:
bufv bufferView number.

Returns: A list containing components described here: https://registry.khronos.org/gltF/specs/2.0/gltF-2.0.html#reference-bufferview.

Method addBufferView(): Add a new buffer view.

Usage:
Buffer$addBufferView(values, type, size, target = NULL, buf = 0)

Arguments:
values Values to put in the view.
type Type of values.
size Size of values in bytes.
target Optional target use for values.
buf Which buffer to write to.

Returns: New bufferView number.

Method openBufferview(): Open a connection to a buffer view.

Usage:
Buffer$openBufferview(bufv)

Arguments:
bufv Which bufferView.

Returns: A connection.

Method setBufferview(): Set bufferView object.

Usage:
Buffer$setBufferview(bufv, bufferView)

Arguments:
bufv bufferView number.
bufferView New value to insert.

Method getAccessor(): Get accessor object

Usage:
Buffer$getAccessor(acc)

Arguments:
acc Accessor number

Returns: A list containing components described here: https://registry.khronos.org/gltF/specs/2.0/gltF-2.0.html#reference-accessor

Method setAccessor(): Set accessor object.

Usage:
Buffer$setAccessor(acc, accessor)

Arguments:
acc  Accessor number.
accessor  New value to insert.

Method readAccessor(): Read data given by accessor number.

Usage:
Buffer$readAccessor(acc)

Arguments:
acc  Accessor number.

Returns: A vector or array as specified in the accessor. For the MATn types, the 3rd index indexes the element.

Method readAccessor0(): Read data given by accessor object.

Usage:
Buffer$readAccessor0(accessor)

Arguments:
accessor  Accessor object

Returns: A vector or array as specified in the accessor. For the MATn types, the 3rd index indexes the element.

Method addAccessor(): Write values to accessor, not including min and max.

Usage:
Buffer$addAccessor(

  values,
  target = NULL,
  types = "anyGLTF",
  normalized = FALSE
)

Arguments:
values  Values to write.
target  Optional target use for values.
types  Which types can be used?
normalized  Are normalized integers allowed?
useDouble  Whether to write doubles or singles.

Returns: New accessor number

Method dataURI(): Convert buffer to data URI.

Usage:
Buffer$dataURI(buf = 0)

Arguments:
buf  Buffer to convert.
callbacks

Returns: String containing data URI.

Method as.list(): Convert to list.
Usage:
Buffer(as.list)

Returns: List suitable for writing using JSON.

Method clone(): The objects of this class are cloneable with this method.
Usage:
Buffer$clone(deep = FALSE)

Arguments:
  deep Whether to make a deep clone.

callbacks

User callbacks on mouse events

Description
Set and get user callbacks on mouse events.

Usage

rgl.setMouseCallbacks(button, begin = NULL, update = NULL, end = NULL,
  dev = cur3d(), subscene = currentSubscene3d(dev))
rgl.getMouseCallbacks(button,
  dev = cur3d(), subscene = currentSubscene3d(dev))

rgl.setWheelCallback(rotate,
  dev = cur3d(), subscene = currentSubscene3d(dev))

rgl.getWheelCallback(dev = cur3d(), subscene = currentSubscene3d(dev))

Arguments

button Which button? Use 1 for left, 2 for right, 3 for middle, 4 for wheel. Use 0 to set an action when no button is pressed.
begin Called when mouse down event occurs
update Called when mouse moves
end Called when mouse is released
rotate Called when mouse wheel is rotated
dev, subscene The RGL device and subscene to work with
Details

The set functions set event handlers on mouse events that occur within the current RGL window. The begin and update events should be functions taking two arguments; these will be the mouse coordinates when the event occurs. The end event handler takes no arguments. The rotate event takes a single argument, which will be equal to 1 if the user pushes the wheel away by one click, and 2 if the user pulls the wheel by one click.

Alternatively, the handlers may be set to NULL, the default value, in which case no action will occur. If a subscene has multiple listeners, the user action will still only be called for the subscene that received the mouse event. It should consult `par3d("listeners")` if it makes sense to take action on the whole group of subscenes.

The get function retrieves the callbacks that are currently set.

The “no button” mouse handler may be set by specifying `button = 0`. The begin function will be called the first time the mouse moves within the subscene, and the update function will be called repeatedly as it moves. The end function will never be called.

Value

The set functions are called for the side effect of setting the mouse event handlers.

The `rgl.getMouseCallbacks` function returns a list containing the callback functions or NULL if no user callback is set. The `rgl.getWheelCallback` returns the callback function or NULL.

Author(s)

Duncan Murdoch

See Also

`par3d` to set built-in handlers, `setUserCallbacks` to work with `rglwidget`.

Examples

```r
pan3d <- function(button, dev = cur3d(), subscene = currentSubscene3d(dev)) {
  start <- list()

  begin <- function(x, y) {
    activeSubscene <- par3d("activeSubscene", dev = dev)
    start$listeners <- par3d("listeners", dev = dev, subscene = activeSubscene)
    for (sub in start$listeners) {
      init <- par3d(c("userProjection","viewport"), dev = dev, subscene = sub)
      init$pos <- c(x/init$viewport[3], 1 - y/init$viewport[4], 0.5)
      start[[as.character(sub)]] <- init
    }
  }

  update <- function(x, y) {
    for (sub in start$listeners) {
      init <- start[[as.character(sub)]]
      xlat <- 2*(c(x/init$viewport[3], 1 - y/init$viewport[4], 0.5) - init$pos)
checkDeldir <- translationMatrix(xlat[1], xlat[2], xlat[3])
par3d(userProjection = mouseMatrix %*% init$userProjection, dev = dev, subscene = sub )
}
rgl.setMouseCallbacks(button, begin, update, dev = dev, subscene = subscene)
cat("Callbacks set on button", button, "of RGL device", dev, "in subscene", subscene, "\n")
}
open3d()
shade3d(icosahedron3d(), col = "yellow")
# This only works in the internal display...
pan3d(1)

---

checkDeldir  
*Check for a compatible version of deldir*

---

**Description**

Version 1.0-2 of deldir is not compatible with rgl. This allows code to avoid trying to call it.

**Usage**

checkDeldir(error = FALSE)

**Arguments**

- **error**  
  If TRUE, stop with an error.

**Value**

Returns TRUE if deldir is available in a compatible version.

**Examples**

checkDeldir()

---

clipMesh3d  
*Clip mesh or RGL object to general region*

---

**Description**

Modifies a mesh3d object so that values of a function are bounded.
Usage

clipMesh3d(mesh, fn, bound = 0, greater = TRUE,
           minVertices = 0, plot = FALSE, keepValues = FALSE,
           keepTags = FALSE)
clipObj3d(ids = tagged3d(tags), fn, bound = 0, greater = TRUE,
           minVertices = 0,
           replace = TRUE, tags)

Arguments

mesh          A mesh3d object.
fn            A function used to determine clipping, or a vector of values from such a function,
              with one value per vertex.
bound         The value(s) of fn on the clipping boundary.
greater       Logical; whether to keep fn >= bound or not.
minVertices   See Details below.
plot          Logical; whether or not to plot the mesh.
keepValues    Logical; whether to save the function values at each vertex when plot = FALSE.
keepTags      Whether to keep the "tags" component of the result; see details below.
ids           The RGL id value(s) of objects to clip.
tags          Object tags; an alternate way to specify ids. Ignored if ids is given.
replace       Should the ids objects be deleted after the clipped ones are drawn?

Details

These functions transform a mesh3d object or other RGL objects by removing parts where fn
violates the bound.

For clipMesh3d the fn argument can be any of the following:

• a character vector naming a function (with special names "x", "y", and "z" corresponding to
  functions returning those coordinates)
• a function
• a numeric vector with one value per vertex
• NULL, indicating that the numeric values are saved in mesh$values

For clipObj3d any of the above except NULL may be used.

If fn is a numeric vector, with one value per vertex, those values will be used in the test. If it is
a function with formal arguments x, y and z, it will receive the coordinates of vertices in those
arguments, otherwise it will receive the coordinates in a single n x 3 matrix. The function should
be vectorized and return one value per vertex, to check against the bound.

These operations are performed on the mesh:

First, all quads are converted to triangles.

Next, each vertex is checked against the condition.

Modifications to triangles depend on how many of the vertices satisfy the condition (fn >= bound
or fn <= bound, depending on greater) for inclusion.
• If no vertices in a triangle satisfy the condition, the triangle is omitted.
• If one vertex satisfies the condition, the other two vertices in that triangle are shrunk towards it by assuming \( \text{fn} \) is locally linear.
• If two vertices satisfy the condition, the third vertex is shrunk along each edge towards each other vertex, forming a quadrilateral made of two new triangles.
• If all vertices satisfy the condition, they are included with no modifications.

Modifications to line segments are similar: the segment will be shortened if it crosses the boundary, or omitted if it is entirely out of bounds. Points, spheres, text and sprites will just be kept or rejected.

The \texttt{minVertices} argument is used to improve the approximation to the boundary when \( \text{fn} \) is a non-linear function. In that case, the interpolation described above can be inaccurate. If \texttt{minVertices} is set to a positive number (e.g. 10000), then each object is modified by subdivision to have at least that number of vertices, so that pieces are smaller and the linear interpolation is more accurate. In the \texttt{clipObj3d} function, \texttt{minVertices} can be a vector, with entries corresponding to each of the entries in \texttt{ids}.

\textbf{Value}

If \texttt{plot = FALSE}, \texttt{clipMesh3d} returns new mesh3d object in which all vertices (approximately) satisfy the clipping condition. Note that the order of vertices will likely differ from the original order, and new vertices will be added near the boundary (and if \texttt{minVertices > 0}, in the interior). If in addition \texttt{keepValues = TRUE}, a component named "values" will be added to the mesh containing the values for each vertex. If \texttt{keepTags = TRUE}, the \texttt{tags} component described below will be added to the output mesh.

If \texttt{plot = TRUE}, the result will be plotted with \texttt{shade3d} and its result returned.

\texttt{clipObj3d} is called for the side effect of modifying the scene. It returns a list of new RGL id values corresponding to the \texttt{ids} passed as arguments.

\textbf{The keepTags argument}

If \texttt{keepTags = TRUE}, a "tags" element will be added to the result. It will be a vector with one entry per point, segment and quad in the output mesh. (These tags are not related to the tags used to identify rgl objects.) The mesh tags may be used to show the correspondence between the parts of the input mesh and output mesh. By default, the tags are constructed as a numerical sequence over points, segments, triangles and quads in the input mesh, in that order, starting from one. This is the same order used for colours when shading with \texttt{meshColor == "faces"}.

For example, start with a mesh with one point, two segments, three triangles and four quads, but no \texttt{tags} member. It would implicitly tag the parts from one to ten as

\begin{verbatim}
c(1,  # the point
  2:3,  # the two segments
  4:6,  # the three triangles
  7:10)  # the four quads
\end{verbatim}

If clipping deleted the segments and the first triangle, the output would contain the seven element result

\begin{verbatim}
  mesh$tags <- c(1,  # the point remains
  \end{verbatim}
# no segments now
5:6, # the two remaining triangles
# were previously items 5 and 6
7:10) # the four quads

The tags output may contain repetitions. For example, when a triangle is partially clipped and replaced by several smaller triangles, entries for all of them will contain the value corresponding to the original triangle.

The `mesh$tags` component may be supplied as part of the input mesh as any type of vector; the output will propagate values to the new mesh. The input length must match the total number of points, segments, triangles and quads in the input mesh or an error will be raised.

Author(s)
Duncan Murdoch

References
See [https://stackoverflow.com/q/56242470/2554330](https://stackoverflow.com/q/56242470/2554330) and [https://laustep.github.io/stlahblog/posts/MeshClipping.html](https://laustep.github.io/stlahblog/posts/MeshClipping.html) for a motivating example.

See Also
See `contourLines3d` and `filledContour3d` for ways to display function values without clipping.

Examples

```r
# Show the problem that minVertices solves:
cube <- cube3d(col = palette.colors(6, "Accent"), meshColor = "faces")

# This function only has one argument, so it will
# be passed x, y and z in columns of a matrix
vecnorm <- function(vals) apply(vals, 1, function(row) sqrt(sum(row^2)))

open3d()
mfrow3d(2, 2, sharedMouse = TRUE)
id1 <- shade3d(cube)
# All vertices have norm sqrt(3), so this clips nothing:
clipObj3d(id1, fn = vecnorm, bound = sqrt(2))
next3d()
id2 <- wire3d(cube, lit = FALSE)
clipObj3d(id2, fn = vecnorm, bound = sqrt(2))

# This subdivides the cube, and does proper clipping:
next3d()
id3 <- shade3d(cube)
clipObj3d(id3, fn = vecnorm, bound = sqrt(2), minVertices = 200)
next3d()
id4 <- wire3d(cube, lit = FALSE)
clipObj3d(id4, fn = vecnorm, bound = sqrt(2), minVertices = 200)
```

**Description**

This is a function to produce actions in a web display. A `playwidget` or Shiny input control (e.g. a `sliderInput` control) sets a value which controls attributes of one or more clipping planes.

**Usage**

```r
clipplaneControl(a = NULL, b = NULL, c = NULL, d = NULL, 
    plane = 1, clipplaneids = tagged3d(tag), tag, ...)
```

**Arguments**

- `a, b, c, d`: Parameter values for the clipping planes.
- `plane`: Which plane in the clipplane object?
- `clipplaneids`: The id of the clipplane object.
- `tag`: Select clipplane with matching tag. Ignored if `clipplaneid` is specified.
- `...`: Other parameters passed to `propertyControl`.

**Value**

A list of class "rglControl" of cleaned up parameter values, to be used in an RGL widget.

**Author(s)**

Duncan Murdoch

**Examples**

```r
open3d()
saveopts <- options(rgl.useNULL = TRUE)
xyz <- matrix(rnorm(300), ncol = 3)
id <- plot3d(xyz, type="s", col = "blue", zlim = c(-3,3))[["clipplanes"]
dvals <- c(3, -3)
widget <- rglwidget() %>%
    playwidget(clipplaneControl(d = dvals, clipplaneids = id),
               start = 0, stop = 1, step = 0.01,
               rate = 0.5)
if (interactive() || in_pkdown_example())
    widget
options(saveopts)
```
contourLines3d  

*Draw contours on a surface*

**Description**

`contourLines3d` draws contour lines on a surface; `filledContour3d` draws filled contours on it.

**Usage**

```r
contourLines3d(obj, ...)  
## S3 method for class 'rglId'
contourLines3d(obj, ...)  
## S3 method for class 'mesh3d'
contourLines3d(obj, fn = "z",  
nlevels = 10,  
levels = NULL,  
minVertices = 0,  
plot = TRUE, ... )

filledContour3d(obj, ...)  
## S3 method for class 'rglId'
filledContour3d(obj, plot = TRUE, replace = plot, ...)
## S3 method for class 'mesh3d'
filledContour3d(obj, fn = "z",  
nlevels = 20,  
levels = pretty(range(values), nlevels),  
color.palette = function(n) hcl.colors(n, "YlOrRd", rev = TRUE),  
col = color.palette(length(levels) - 1),  
minVertices = 0,  
plot = TRUE,  
keepValues = FALSE, ... )
```

**Arguments**

- `obj`  
The object(s) on which to draw contour lines.
- `fn`  
The function(s) to be contoured. See Details.
- `nlevels`  
The suggested number of contour levels if `levels` is not given.
- `levels`  
The specified contour values.
- `minVertices`  
See Details below.
- `plot`  
Whether to draw the lines or return them in a dataframe.
- `...`  
For the "mesh3d" methods, additional parameters to pass to `segments3d` when drawing the contour lines or to `shade3d` when drawing the filled contours. For the "rglId" methods, additional parameters to pass to the "mesh3d" methods.
- `replace`  
Whether to delete the objects that are being contoured.
- `color.palette`  
A color palette function to assign colors in the plot
- `col`  
The actual colors to use in the plot.
- `keepValues`  
Whether to save the function values at each vertex when `plot = FALSE`
**Details**

For contourLines3d, the fn argument can be any of the following:

- a character vector naming one or more functions
- a function
- a numeric vector with one value per vertex
- NULL, indicating that the numeric values are saved in obj$values
- a list containing any of the above.

For filledContour3d, only one function can be specified. The special names "x", "y", "z" may be used in fn to specify functions returning one of those coordinates. (If you have existing functions x(), y() or z() they will be masked by this choice; specify such functions by value rather than name, e.g. fn = x instead of fn = "x".)

Functions in fn with formal arguments x, y and z will receive the coordinates of vertices in those arguments, otherwise they will receive the coordinates in a single n x 3 matrix. They should be vectorized and return one value per vertex.

Each of the functions will be evaluated at each vertex of the surface specified by obj, and contours will be drawn assuming the function is linear between vertices. If contours of a nonlinear function are needed, you may want to increase minVertices as described below.

If levels is not specified, values will be set separately for each entry in fn, using pretty(range(values, na.rm = TRUE), nlevels) where values are the values on the vertices.

The minVertices argument is used to improve the approximation to the contour when the function is non-linear. In that case, the interpolation between vertices can be inaccurate. If minVertices is set to a positive number (e.g. 10000), then the mesh is modified by subdivision to have at least that number of vertices, so that pieces are smaller and the linear interpolation is more accurate.

**Value**

For both contourLines3d and filledContour3d the "rglId" method converts the given id values to a mesh, and calls the "mesh3d" method.

The "mesh3d" method returns an object of class "rglId" corresponding to what was drawn if plot is TRUE.

If plot is FALSE, contourLines3d returns a dataframe containing columns c("x", "y", "z", "fn", "level") giving the coordinates of the endpoints of each line segment, the name (or index) of the function for this contour, and the level of the contour.

If plot is FALSE, filledContour3d returns a "mesh3d" object holding the result. If keepValues is TRUE, the mesh will contain the values corresponding to each vertex (with linear approximations at the boundaries).

**Note**

To draw contours on a surface, the surface should be drawn with material property polygon_offset = 1 (or perhaps some larger positive value) so that the lines of the contour are not obscured by the surface.

In R versions prior to 3.6.0, the default color.palette is grDevices::cm.colors.
Author(s)

Duncan Murdoch

See Also

The misc3d package contains the function contour3d to draw contour surfaces in space instead of contour lines on surfaces.

Examples

# Add contour lines in "z" to a persp plot

z <- 2 * volcano # Exaggerate the relief
x <- 10 * (1:nrow(z)) # 10 meter spacing (S to N)
y <- 10 * (1:ncol(z)) # 10 meter spacing (E to W)

open3d()
id <- persp3d(x, y, z, aspect = "iso",
    axes = FALSE, box = FALSE, polygon_offset = 1)
contourLines3d(id) # "z" is the default function
filledContour3d(id, polygon_offset = 1, nlevels = 10, replace = TRUE)

# Draw longitude and latitude lines on a globe

lat <- matrix(seq(90, -90, length.out = 50)*pi/180, 50, 50, byrow = TRUE)
long <- matrix(seq(-180, 180, length.out = 50)*pi/180, 50, 50)

r <- 6378.1 # radius of Earth in km
x <- r*cos(lat)*cos(long)
y <- r*cos(lat)*sin(long)
z <- r*sin(lat)

open3d()
ids <- persp3d(x, y, z, col = "white",
    texture = system.file("textures/worldsmall.png", package = "rgl"),
    specular = "black", axes = FALSE, box = FALSE, xlab = "", ylab = "", zlab = "",
    normal_x = x, normal_y = y, normal_z = z, polygon_offset = 1)
contourLines3d(ids, list(latitude = function(x, y, z) asin(z/sqrt(x^2+y^2+z^2))*180/pi,
    longitude = function(x, y, z) atan2(y, x)*180/pi))

cube3d

Sample 3D mesh objects

Description

A collection of sample mesh objects.
cylinder3d

Create cylindrical or "tube" plots

This function converts a description of a space curve into a "mesh3d" object forming a cylindrical tube around the curve.

Usage

```r
cube3d(trans = identityMatrix(), ...)  
tetrahedron3d(trans = identityMatrix(), ...)  
octahedron3d(trans = identityMatrix(), ...)  
icosahedron3d(trans = identityMatrix(), ...)  
dodecahedron3d(trans = identityMatrix(), ...)  
cuboctahedron3d(trans = identityMatrix(), ...)  
oh3d(trans = identityMatrix(), ...)  # an 'o' object
```

Arguments

- `trans`: transformation to apply to objects
- `...`: additional parameters to pass to `mesh3d`

Details

These sample objects optionally take a 4x4 matrix transformation `trans` as an argument. This transformation is applied to all vertices of the default shape. The default is an identity transformation.

Value

Objects of class `c("mesh3d", "shape3d")`.

See Also

`mesh3d`

Examples

```r
# render all of the Platonic solids
open3d()
shade3d( translate3d( tetrahedron3d(col = "red"), 0, 0, 0) )
shade3d( translate3d( cube3d(col = "green"), 3, 0, 0) )
shade3d( translate3d( octahedron3d(col = "blue"), 6, 0, 0) )
shade3d( translate3d( dodecahedron3d(col = "cyan"), 9, 0, 0) )
shade3d( translate3d( icosahedron3d(col = "magenta"), 12, 0, 0) )
```
Usage
cylinder3d(center, radius = 1, twist = 0, e1 = NULL, e2 = NULL, e3 = NULL,
  sides = 8, section = NULL, closed = 0,
  rotationMinimizing = is.null(e2) && is.null(e3),
  debug = FALSE, keepVars = FALSE, ...)

Arguments
center An n by 3 matrix whose columns are the x, y and z coordinates of the space
curve.
radius The radius of the cross-section of the tube at each point in the center.
twist The amount by which the polygon forming the tube is twisted at each point.
e1, e2, e3 The local coordinates to use at each point on the space curve. These default to a
rotation minimizing frame or Frenet coordinates.
sides The number of sides in the polygon cross section.
section The polygon cross section as a two-column matrix, or NULL.
closed Whether to treat the first and last points of the space curve as identical, and close
the curve, or put caps on the ends. See the Details.
rotationMinimizing Use a rotation minimizing local frame if TRUE, or a Frenet or user-specified
frame if FALSE.
debug If TRUE, plot the local Frenet coordinates at each point.
keepVars If TRUE, return the local variables in attribute "vars".
... Additional arguments to set as material properties.

Details
The number of points in the space curve is determined by the vector lengths in center, after using
xyz.coords to convert it to a list. The other arguments radius, twist, e1, e2, and e3 are extended
to the same length.

The closed argument controls how the ends of the cylinder are handled. If closed > 0, it represents
the number of points of overlap in the coordinates. closed == TRUE is the same as closed = 1. If
closed > 0 but the ends don’t actually match, a warning will be given and results will be somewhat
unpredictable.

Negative values of closed indicate that caps should be put on the ends of the cylinder. If closed
== -1, a cap will be put on the end corresponding to center[1, ]. If closed == -2, caps will be
put on both ends.

If section is NULL (the default), a regular sides-sided polygon is used, and radius measures the
distance from the center of the cylinder to each vertex. If not NULL, sides is ignored (and set
internally to nrow(section)), and radius is used as a multiplier to the vertex coordinates. twist
specifies the rotation of the polygon. Both radius and twist may be vectors, with values recycled
to the number of rows in center, while sides and section are the same at every point along the
curve.
The three optional arguments e1, e2, and e3 determine the local coordinate system used to create the vertices at each point in center. If missing, they are computed by simple numerical approximations. e1 should be the tangent coordinate, giving the direction of the curve at the point. The cross-section of the polygon will be orthogonal to e1. When rotationMinimizing is TRUE, e2 and e3 are chosen to give a rotation minimizing frame (see Wang et al., 2008). When it is FALSE, e2 defaults to an approximation to the normal or curvature vector; it is used as the image of the y axis of the polygon cross-section. e3 defaults to an approximation to the binormal vector, to which the x axis of the polygon maps. The vectors are orthogonalized and normalized at each point.

Value

A "mesh3d" object holding the cylinder, possibly with attribute "vars" containing the local environment of the function.

Author(s)

Duncan Murdoch

References


Examples

# A trefoil knot
open3d()
theta <- seq(0, 2*pi, length.out = 25)
knot <- cylinder3d(
  center = cbind(
    sin(theta) + 2*sin(2*theta),
    2*sin(3*theta),
    cos(theta) - 2*cos(2*theta)),
  e1 = cbind(
    cos(theta) + 4*cos(2*theta),
    6*cos(3*theta),
    sin(theta) + 4*sin(2*theta)),
  radius = 0.8,
  closed = TRUE,
  color = "green")
shade3d(addNormals(subdivision3d(knot, depth = 2)))

---

decorate3d

Add decorations to a 3D plot

decorate3d adds the usual decorations to a plot: labels, axes, etc.
Usage


decorate3d(xlim = NULL, ylim = NULL, zlim = NULL,
  xlab = "x", ylab = "y", zlab = "z",
  box = TRUE, axes = TRUE,
  main = NULL, sub = NULL,
  top = TRUE, aspect = FALSE, expand = 1.03,
  tag = material3d("tag"), ...)

Arguments

xlim, ylim, zlim
  These are used for the labels.
xlab, ylab, zlab
  labels for the coordinates.
box, axes
  whether to draw a box and axes.
main, sub
  main title and subtitle.
top
  whether to bring the window to the top when done.
aspect
  either a logical indicating whether to adjust the aspect ratio, or a new ratio.
expand
  how much to expand the box around the data, if it is drawn.
tag
  optional label for objects being produced.
...
  ignored.

Value

  The RGL id values for those items.

Examples

  open3d()
  shade3d(tetrahedron3d(), col = "red")
  decorate3d(main = "A Tetrahedron")

  drape3d                Drape lines over a scene.

Description

  Project a line onto the surface in a scene so that it appears to drape itself onto the surface.

Usage

  drape3d(obj, ...)
## S3 method for class 'mesh3d'
  drape3d(obj, x, y = NULL, z = NULL, plot = TRUE,
           up = c(0, 0, 1),
           P = projectDown(up), ...)
## Default S3 method:
  drape3d(obj, ...)
Arguments

- **obj**: The object(s) upon which to drape lines.
- **x, y, z**: Coordinates of the line segments to be draped. Any reasonable way of defining the coordinates is acceptable. See the function `xyz.coords` for details.
- **plot**: Should the result be plotted, or returned as a data frame?
- **up**: The direction to consider as “up”.
- **P**: The projection to use for draping, a 4x4 matrix.
- **...**: For the "mesh3d" method, additional parameters to pass to `segments3d` when drawing the draped lines. For the "default" method, additional parameters to pass to the "mesh3d" method.

Details

The default method converts `obj` to a mesh using `as.mesh3d`, then uses the "mesh3d" method.

The current implementation constructs the segments to drape across the surface using the same method as `lines3d` uses: each successive point is joined to the previous one. Use NA coordinates to indicate breaks in the line.

The `P` matrix is used to project points to a plane as follows: They are transformed by `P` in homogeneous coordinates, then only first two (Euclidean) coordinates are kept.

Value

If `plot = TRUE`, plots the result and invisibly returns the object ID of the collection of segments.

If `plot = FALSE`, returns a matrix containing "x", "y" and "z" values for the line(s) (for use with `segments3d`).

Author(s)

George Helffrich and Duncan Murdoch

See Also

`shadow3d`, `facing3d`

Examples

```r
# volcano example taken from "persp"
#
z <- 2 * volcano          # Exaggerate the relief
x <- 10 * (1:nrow(z))     # 10 meter spacing (S to N)
y <- 10 * (1:ncol(z))     # 10 meter spacing (E to W)
zlim <- range(z)
```
```r
colorlut <- terrain.colors(zlen) # height color lookup table

col <- colorlut[z - zlim[1] + 1] # assign colors to heights for each point

open3d()
id <- surface3d(x, y, z, color = col, polygon_offset = 1)

segs <- data.frame(x = range(x) + c(100, -100),
                    y = range(y) + c(150, -100), z = 325)
drape3d(id, segs, col = 'yellow', lwd = 3)
lines3d(segs, col = 'red', lwd = 3)

p <- c(350, 205)  # (x, y) of strike & dip reading
off <- 20*c(-1, +1)  # X-marks-the-spot offset

segs <- data.frame(
    x = c(p[1] + off, NA, p[1] + off),
    z = rep(350, 5)
)
drape3d(id, segs, col = "yellow", lwd = 3)
```

---

**elementId2Prefix**

*Use widget with old-style controls*

### Description

The `rglwidget` control is designed to work in the `htmlwidgets` framework. Older RGL web pages that used the deprecated `writeWebGL` or `knitr` used a different method of linking the controls to the scene. This is a partial bridge between the two systems. You should adopt the new system, not use this function.

### Usage

```r
elementId2Prefix(elementId, prefix = elementId)
```

### Arguments

- **elementId**: An element identifier from a `rglwidget` call.
- **prefix**: The prefix to use in the old-style control.

### Value

This function generates Javascript code, so it should be used in an `results = "asis"` block in a `knitr` document.

### Author(s)

Duncan Murdoch
ellipse3d

Make an ellipsoid

Description

A generic function and several methods returning an ellipsoid or other outline of a confidence region for three parameters.

Usage

```
ellipse3d(x, ...)  
## Default S3 method:  
ellipse3d(x, scale = c(1, 1, 1), centre = c(0, 0, 0), level = 0.95,  
t = sqrt(qchisq(level, 3)), which = 1:3, subdivide = 3, smooth = TRUE, ...)  
## S3 method for class 'lm'  
ellipse3d(x, which = 1:3, level = 0.95, t = sqrt(3 * qf(level,  
3, x$df.residual)), ...)  
## S3 method for class 'glm'  
ellipse3d(x, which = 1:3, level = 0.95, t, dispersion, ...)  
## S3 method for class 'nls'  
ellipse3d(x, which = 1:3, level = 0.95, t = sqrt(3 * qf(level,  
3, s$df[2])), ...)  
```

Arguments

- **x**: An object. In the default method the parameter `x` should be a square positive definite matrix at least 3x3 in size. It will be treated as the correlation or covariance of a multivariate normal distribution.
- **...**: Additional parameters to pass to the default method or to `qmesh3d`.
- **scale**: If `x` is a correlation matrix, then the standard deviations of each parameter can be given in the scale parameter. This defaults to `c(1, 1, 1)`, so no rescaling will be done.
- **centre**: The centre of the ellipse will be at this position.
- **level**: The confidence level of a simultaneous confidence region. The default is 0.95, for a 95% region. This is used to control the size of the ellipsoid.
- **t**: The size of the ellipse may also be controlled by specifying the value of a t-statistic on its boundary. This defaults to the appropriate value for the confidence region.
- **which**: This parameter selects which variables from the object will be plotted. The default is the first 3.
- **subdivide**: This controls the number of subdivisions (see `subdivision3d`) used in constructing the ellipsoid. Higher numbers give a smoother shape.
- **smooth**: If TRUE, smooth interpolation of normals is used; if FALSE, a faceted ellipsoid will be displayed.
- **dispersion**: The value of dispersion to use. If specified, it is treated as fixed, and chi-square limits for `t` are used. If missing, it is taken from `summary(x)`. 

expect_known_scene

**Value**

A `mesh3d` object representing the ellipsoid.

**Examples**

```r
# Plot a random sample and an ellipsoid of concentration corresponding to a 95%
# probability region for a
# trivariate normal distribution with mean 0, unit variances and
# correlation 0.8.
if (requireNamespace("MASS", quietly = TRUE)) {
  Sigma <- matrix(c(10, 3, 0, 3, 2, 0, 0, 0, 1), 3, 3)
  Mean <- 1:3
  x <- MASS::mvrnorm(1000, Mean, Sigma)
  open3d()
  plot3d(x, box = FALSE)
  plot3d( ellipse3d(Sigma, centre = Mean), col = "green", alpha = 0.5, add = TRUE)
}
# Plot the estimate and joint 90% confidence region for the displacement and cylinder
# count linear coefficients in the mtcars dataset
data(mtcars)
fit <- lm(mpg ~ disp + cyl, mtcars)
open3d()
plot3d(ellipse3d(fit, level = 0.90), col = "blue", alpha = 0.5, aspect = TRUE)
```

**Description**

Gets the current scene using `scene3d`, and compares the result to a saved value, optionally closing the window afterwards.

**Usage**

```r
expect_known_scene(name,
  close = TRUE,
  file = paste0("testdata/", name, ".rds"),
  ...)
```
extrude3d

Arguments

name
By default, the base name of the file to save results in. Not used if file is specified.
close
Whether to close the rgl window after the comparison.
file
The file in which to save the result.
...
Other arguments which will be passed to expect_known_value.

Details

This function uses expect_known_value to save a representation of the scene. During the comparison, the scene is modified so that non-reproducible aspects are standardized or omitted:

- object ids are changed to start at 1.
- system-specific font names and texture names are deleted.
- the window is shifted to the top left of the screen.

Calls to expect_known_scene() enable testthat::local_edition(2) for the duration of the call, so it will work in testthat “3rd edition”.

Value

A value describing the changes to the saved object, suitable for use in test_that().

Examples

## Not run:
# These lines can be included in testthat::test_that() code.
plot3d(1:10, 1:10, 1:10)
expect_known_scene("plot")
## End(Not run)

extrude3d Generate extrusion mesh

Description

Given a two-dimensional polygon, this generates a three-dimensional extrusion of the shape by triangulating the polygon and creating a cylinder with that shape as the end faces.

Usage

extrude3d(x, y = NULL, thickness = 1, smooth = FALSE, ...)
Arguments

- **x, y**: A polygon description in one of the forms supported by `triangulate`.
- **thickness**: The extrusion will have this thickness.
- **smooth**: logical; should normals be added so that the edges of the extrusion appear smooth?
- **...**: Other parameters to pass to `tmesh3d` when constructing the mesh.

Details

The extrusion is always constructed with the polygon in the xy plane at \( z = 0 \) and another copy at \( z = \text{thickness} \). Use the transformation functions (e.g. `rotate3d`) to obtain other orientations and placements.

Value

A mesh object containing a triangulation of the polygon for each face, and quadrilaterals for the sides.

Author(s)

Duncan Murdoch

See Also

- `polygon3d` for a simple polygon, `triangulate` for the triangulation, `turn3d` for a solid of rotation.

Examples

```r
x <- c(1:10, 10:1)
reversed_y <- rev(c(rep(c(0, 2), 5), rep(c(1.5, -0.5), 5)))
plot(x, reversed_y, type = "n")
polygon(x, reversed_y)
open3d()
shade3d(extrude3d(x, y), col = "red")
```

---

**facing3d**

*Subset an object to parts facing in a particular direction*

Description

`facing3d` subsets an object by converting it to a triangle mesh, then subsetting to those triangles that are counterclockwise (for `face = TRUE`) when projected into a plane.

`projectDown` computes a projection that "looks down" the specified direction.
facing3d

Usage

facing3d(obj, up = c(0, 0, 1),
    P = projectDown(up),
    front = TRUE, strict = TRUE)

Arguments

- **obj**: An object that can be converted to a triangular mesh object.
- **up**: The direction that is to be considered “up”. It may be either a 3 vector in Euclidean coordinates or a 4 vector in homogeneous coordinates.
- **P**: The projection to use for draping, a 4x4 matrix. See drape3d for details on how P is used.
- **front**: If front = TRUE, retains triangles that are counterclockwise after projection by P, otherwise retains those that are clockwise.
- **strict**: If TRUE, drops indeterminate triangles (those that are annihilated by P).

Details

By default the returned subset will be those triangles whose upper side matches front. Change up or use an arbitrary projection for different subsets.

drape3d and shadow3d project objects onto meshes; these functions can be used to project only onto the top or front.

Value

facing3d returns a mesh object made of those triangles which face in the desired direction.

projectDown computes a 4x4 matrix. The first two coordinates of asEuclidean(x %*% projectDown(up)) give a projection of x from above into a plane, where up determines which direction is taken to be “up”.

See Also

drape3d, shadow3d

Examples

open3d()
d <- rnorm(3)
d <- d/sqrt(sum(d^2))
shade3d( facing3d( icosahedron3d(), up = d, strict = FALSE),
    col = "yellow")
wire3d( facing3d( icosahedron3d(), up = d, front = FALSE),
    col = "black")
# Show the direction:
arrow3d(-2*d , -d)
figWidth

*Get R Markdown figure dimensions in pixels*

**Description**

In an R Markdown document, figure dimensions are normally specified in inches; these are translated into pixel dimensions when HTML output is requested and `rglwidget` is used. These functions reproduce that translation.

**Usage**

```r
figWidth()
figHeight()
```

**Value**

When used in an R Markdown document, these functions return the requested current dimensions of figures in pixels. Outside such a document, `NULL` is returned.

**Author(s)**

Duncan Murdoch

**Examples**

```r
# No useful return value outside of R Markdown:
figWidth()
figHeight()
```

---

getBoundary3d

*Extract the boundary of a mesh*

**Description**

Constructs a mesh of line segments corresponding to non-shared (i.e. boundary) edges of triangles or quads in the original mesh.

**Usage**

```r
getBoundary3d(mesh, sorted = FALSE, simplify = TRUE, ...)
```
Arguments

- **mesh**: A mesh object.
- **sorted**: Whether the result should have the segments sorted in sequential order.
- **simplify**: Whether to simplify the resulting mesh, dropping all unused vertices. If FALSE, the vertices of the result will be identical to the vertices of mesh; if TRUE, they will likely be different, even if no vertices were dropped.
- ... Material properties to apply to the mesh.

Value

A "mesh3d" object containing 0 or more segments.

Author(s)

Duncan Murdoch

See Also

mesh3d

Examples

```r
x <- cube3d(col = "blue")
x$ib <- x$ib[,-(1:2)]
b <- getBoundary3d(x, sorted = TRUE, col = "black")

open3d()
shade3d(x, alpha=0.2)
shade3d(b)

# Show edge vertices in sequence:
text3d(t(b$vb), texts = 1:ncol(b$vb), adj = 0)
c(b$is[1,1], b$is[2,])
```

---

**gltfTypes**

*Names of glTF types.*

Description

The glTF specification packs data into buffers, labelling the type of each part with an integer. The first six values in gltfTypes are the integers used there, with "int" and "double" added for completeness; those values are taken from OpenGL header files.

Usage

gltfTypes
Format

gltfTypes is simply a named vector containing integer values.

Details

These are used in the Buffer object.

References

https://registry.khronos.org/gltf/specs/2.0/gltf-2.0.html#_accessor_componenttype

Examples

gltfTypes

---

### GramSchmidt

*The Gram-Schmidt algorithm*

**Description**

Generate a 3x3 orthogonal matrix using the Gram-Schmidt algorithm.

**Usage**

GramSchmidt(v1, v2, v3, order = 1:3)

**Arguments**

- v1, v2, v3: Three length 3 vectors (taken as row vectors).
- order: The precedence order for the vectors; see Details.

**Details**

This function orthogonalizes the matrix `rbind(v1, v2, v3)` using the Gram-Schmidt algorithm. It can handle rank 2 matrices (returning a rank 3 matrix). If the original is rank 1, it is likely to fail.

The `order` vector determines the precedence of the original vectors. For example, if it is `c(i, j, k)`, then row `i` will be unchanged (other than normalization); row `j` will normally be transformed within the span of rows `i` and `j`. Row `k` will be transformed orthogonally to the span of the others.

**Value**

A 3x3 matrix whose rows are the orthogonalization of the original row vectors.

**Author(s)**

Duncan Murdoch
Examples

# Proceed through the rows in order
print(A <- matrix(rnorm(9), 3, 3))
GramSchmidt(A[1, ], A[2, ], A[3, ])

# Keep the middle row unchanged
print(A <- matrix(c(rnorm(2), 0, 1, 0, 0, rnorm(3)), 3, 3, byrow = TRUE))
GramSchmidt(A[1, ], A[2, ], A[3, ], order = c(2, 1, 3))

grid3d

Add a grid to a 3D plot

Description

This function adds a reference grid to an RGL plot.

Usage

grid3d(side, at = NULL, col = "gray", lwd = 1, lty = 1, n = 5)

Arguments

side Where to put the grid; see the Details section.
at How to draw the grid; see the Details section.
col The color of the grid lines.
lwd The line width of the grid lines. (Currently only lty = 1 is supported.)
lty The line type of the grid lines.
n Suggested number of grid lines; see the Details section.

Details

This function is similar to grid in classic graphics, except that it draws a 3D grid in the plot.

The grid is drawn in a plane perpendicular to the coordinate axes. The first letter of the side argument specifies the direction of the plane: "x", "y" or "z" (or uppercase versions) to specify the coordinate which is constant on the plane.

If at = NULL (the default), the grid is drawn at the limit of the box around the data. If the second letter of the side argument is "-" or is not present, it is the lower limit; if "+" then at the upper limit. The grid lines are drawn at values chosen by pretty with n suggested locations. The default locations should match those chosen by axis3d with nsticks = n.

If at is a numeric vector, the grid lines are drawn at those values.

If at is a list, then the "x" component is used to specify the x location, the "y" component specifies the y location, and the "z" component specifies the z location. Missing components are handled using the default as for at = NULL.

Multiple grids may be drawn by specifying multiple values for side or for the component of at that specifies the grid location.
Value

A vector or matrix of object ids is returned invisibly.

Note

If the scene is resized, the grid will not be resized; use `abclines3d` to draw grid lines that will automatically resize.

Author(s)

Ben Bolker and Duncan Murdoch

See Also

`axis3d`

Examples

```r
x <- 1:10
y <- 1:10
z <- matrix(outer(x - 5, y - 5) + rnorm(100), 10, 10)
open3d()
persp3d(x, y, z, col = "red", alpha = 0.7, aspect = c(1, 1, 0.5))
grid3d(c("x", "y+", "z"))
```

Description

This adds text to identify points within a plot when the mouse is near them.

Usage

```r
hover3d(x, y = NULL, z = NULL,
labeller = NULL,
tolerance = 20,
persist = c("no", "one", "yes"),
labels = seq_along(x),
adj = c(-0.2, 0.5),
scene = scene3d(minimal = FALSE),
applyToScene = TRUE,
...)
```
Arguments

x, y, z Coordinates of point to identify. Any reasonable way of defining the coordinates is acceptable. See the function xyz.coords for details. Alternatively, x may be the id of a single existing object, and its vertices will be used.

labeller A function to display information about identified points. NULL indicates the default function, described in Details.

tolerance How close (in pixels) the mouse should be to a point to display the information.

persist Should the label persist? If "no" (the default), it will be removed when the mouse moves away. If "one", it will be removed when another point is closer to the mouse. If "yes", it will not be removed.

labels If the default labeller is used, these labels will be displayed.

adj If the default labeller is used, this adjustment will be passed to text3d to display the labels.

scene, applyToScene Arguments to pass to setUserCallbacks. The applyToDev argument to that function is always TRUE.

... Additional arguments that will be passed to the labeller.

Details

If specified, the labeller argument should specify a function with arguments compatible with function(index, ...). It will be called with index being the index of the point that was selected. It should plot the label, and return the rgl ids of the objects that were plotted.

When applyToScene is TRUE, all labels or labelling objects will be created and attached to the scene. You may want to delete them (using the ids returned in idverts and idtexts) once rglwidget has been called, as they serve no purpose in the current device.

Only one hover handler is supported per scene or device.

Value

A lowlevel vector of ids is returned invisibly. If applyToScene is TRUE, it will contain the ids of the temporary objects created for Javascript. It will also have these attributes:

oldPar Values of par3d parameters that were changed. Currently only "mouseMode".

oldDev The value of cur3d() at the time of calling, so that oldPar can be restored to the right device.

Author(s)

Duncan Murdoch

See Also

identify3d and selectpoints3d work in the rgl device and return information about the selections. setUserCallbacks is the underlying function used by hover3d.
Examples

# Create a labeller to show the coordinates of the selected point.
labelLocation <- function(x, y = NULL, z = NULL) {
  xyz <- xyz.coords(x, y, z)
  function(sel, ...) {
    p <- with(xyz, matrix(c(x[sel], y[sel], z[sel]), ncol = 3))
    c(text3d(p, texts = sprintf("x:%.2f", p[1]),
           adj = c(-0.2, -0.6), ...),
      text3d(p, texts = sprintf("y:%.2f", p[2]),
           adj = c(-0.2, 0.5), ...),
      text3d(p, texts = sprintf("z:%.2f", p[3]),
           adj = c(-0.2, 1.6), ...))
  }
}

xyz <- matrix(rnorm(30), ncol = 3)
open3d()
ids <- plot3d(xyz)
hover3d(xyz, labeller = labelLocation(xyz), col = "red", cex = 0.8)
# The same thing using the data id:
# hover3d(ids["data"],
#         labeller = labelLocation(rgl.attrib(ids["data"], "vertices")),
#         col = "red", cex = 0.8)

identify3d

Identify points in plot

Description

Identify points in a plot, similarly to the identify function in base graphics.

Usage

identify3d(x, y = NULL, z = NULL, labels = seq_along(x), n = length(x),
plot = TRUE, adj = c(-0.1, 0.5), tolerance = 20,
buttons = c("right", "middle"))

Arguments

x, y, z      coordinates of points in a scatter plot. Alternatively, any object which defines
             coordinates (see xyz.coords) can be given as x, and y and z left missing.
labels      an optional character vector giving labels for the points. Will be coerced using
             as.character, and recycled if necessary to the length of x.
n           the maximum number of points to be identified.
plot       logical: if plot is TRUE, the labels are printed near the points and if FALSE they
           are omitted.
adj         numeric vector to use as adj parameter to text3d when plotting the labels.
tolerance the maximal distance (in pixels) for the pointer to be ‘close enough’ to a point.

buttons a length 1 or 2 character vector giving the buttons to use for selection and quitting.

Details

If buttons is length 1, the user can quit by reaching n selections, or by hitting the escape key, but the result will be lost if escape is used.

Value

A vector of selected indices.

Author(s)

Duncan Murdoch

See Also

identify for base graphics, select3d for selecting regions.

---

import Imported from magrittr

---

Description

This object is imported from magrittr. Follow the link to its documentation.

magrittr %>%

Pipes can be used to string together rglwidget calls and playwidget calls. See ageControl for an example.

---

in_pkgdown_example Are we running in a pkgdown example?

---

Description

This is mainly for internal use to decide whether results should be automatically included in a pkgdown web page.

Usage

in_pkgdown_example()
Value

TRUE or FALSE

Examples

in_pkgdown_example()

---

light

Add light source

Description

add a light source to the scene.

Usage

light3d(theta=0, phi=15,
   x=NULL, y=NULL, z=NULL,
   viewpoint.rel = TRUE,
   ambient = "#FFFFFF",
   diffuse = "#FFFFFF",
   specular = "#FFFFFF")

Arguments

theta, phi   direction to infinitely distant light
x, y, z     position of finitely distant light
viewpoint.rel logical, if TRUE light is a viewpoint light that is positioned relative to the current viewpoint
ambient, diffuse, specular light color values used for lighting calculation

Details

Up to 8 light sources are supported. They are positioned either in world space or relative to the camera. By providing polar coordinates to theta and phi a directional light source is used. If numerical values are given to x, y and z, a point-like light source with finite distance to the objects in the scene is set up.

If x is non-null, xyz.coords will be used to form the location values, so all three coordinates can be specified in x.

If no lights have been added to a subscene, lights from the parent subscene will be used.

See material3d for a discussion of how the components of the light affect the display of objects.

Value

This function is called for the side effect of adding a light. A light ID is returned to allow pop3d to remove it.
See Also
clear3d pop3d

Examples

```r
# a lightsource moving through the scene
#
data(volcano)
z <- 2 * volcano # Exaggerate the relief
x <- 10 * (1:nrow(z)) # 10 meter spacing (S to N)
y <- 10 * (1:ncol(z)) # 10 meter spacing (E to W)
zlim <- range(z)
colorlut <- terrain.colors(zlen) # height color lookup table
col <- colorlut[ z - zlim[1] + 1 ] # assign colors to heights for each point

open3d()
bg3d("gray50")
surface3d(x, y, z, color = col, back = "lines")
r <- max(y) - mean(y)
lightid <- spheres3d(1, 1, 1, alpha = 0)
frame <- function(time) {
  a <- pi*(time - 1)
save <- par3d(skipRedraw = TRUE)
clear3d(type = "lights")
  pop3d(id = lightid)
  xyz <- matrix(c(r*sin(a) + mean(x), r*cos(a) + mean(y), max(z)), ncol = 3)
  light3d(x = xyz, diffuse = "gray75", specular = "gray75", viewpoint.rel = FALSE)
  light3d(diffuse = "gray10", specular = "gray25")
  lightid <<- spheres3d(xyz, emission = "white", radius = 4)
  par3d(save)
  Sys.sleep(0.02)
  NULL
}
play3d(frame, duration = 2)
```

Description

A utility function to help in development of internal Javascript code, this function processes the Javascript to minify it and report on errors and bad style.
Usage

makeDependency(name, src, script = NULL, package,
version = packageVersion(package),
minifile = paste0(basename(src), "\.min.js"),
debugging = FALSE, ...)  

Arguments

name, src, script, package, version, ...  
Arguments to pass to htmltools::htmlDependency.
minifile  Basename of minified file.
debugging  See details below.

Details

This is a utility function used by RGL to process its Javascript code used when displaying rglwidget values. It may be helpful in other packages to use in their own installation.

If the js package version 1.2 or greater is installed, the Javascript code will be minified and stored in the file named by minifile in the src directory. Syntax errors in the code will stop the process; unused variables will be reported.

If debugging is TRUE, the locations of Javascript syntax errors will be reported, along with hints about improvements, and the original files will be used in the dependency object that is created.

If debugging is FALSE (the default), the minified file will be used in the dependency object, hints won’t be given, and syntax errors will lead to an uninformative failure to minify.

Value

An object that can be included in a list of dependencies passed to htmltools::attachDependencies.

Author(s)

Duncan Murdoch

Examples

## Not run:
# This is a slightly simplified version of the code used to  
# produce one of the dependencies for rglwidget().  
# It writes to the system library copy of rgl so  
# has been marked not to run in the example code.
makeDependency("rglwidgetClass",
src = "htmlwidgets/lib/rglClass",
script = c("rglClass.src.js",
"utils.src.js",
"buffer.src.js",
"subscenes.src.js",
"shaders.src.js",
"textures.src.js",
material3d

Get or set material properties

Description

Get or set material properties for geometry appearance.

Usage

material3d(..., id = NULL)

rgl.material.names
rgl.material.readonly

Arguments

... Material properties to set or query.
id the rgl id of an object to query, or NULL to query or set the defaults.

Details

In an rgl scene, each object has “material properties” that control how it is rendered and (in the case of tag) that can be used to store a label or other information. material3d sets defaults for these properties and queries the defaults or specific values for an individual object.

To set values, use name = value settings, e.g. material3d(color = "red"). To query values, specify the property or properties in a character vector, e.g. material3d("color").

Only one side at a time can be culled.

The material member of the r3dDefaults list may be used to set default values for material properties.
Value

material3d() returns values similarly to par3d: When setting properties, it returns the previous values invisibly in a named list. When querying multiple values, a named list is returned. When a single value is queried it is returned directly.

Material Properties

The rgl.material.names variable contains the full list of material names. The following read-write material properties control the appearance of objects in an rgl scene.

- **color** vector of R color characters. Represents the diffuse component in case of lighting calculation (lit = TRUE), otherwise it describes the solid color characteristics.
- **lit** logical, specifying if lighting calculation should take place on geometry
- **ambient, specular, emission, shininess** properties for lighting calculation. ambient, specular, emission are R color character string values; shininess represents a numerical.
- **alpha** vector of alpha values between 0.0 (fully transparent) .. 1.0 (opaque).
- **smooth** logical, specifying whether smooth shading or flat shading should be used. For smooth shading, Gouraud shading is used in rgl windows, while Phong shading is used in WebGL.
- **texture** path to a texture image file. See the Textures section below for details.
- **textype** specifies what is defined with the pixmap
  - "alpha" alpha values
  - "luminance" luminance
  - "luminance.alpha" luminance and alpha
  - "rgb" color
  - "rgba" color and alpha texture
- **texmode** specifies how the texture interacts with the existing color
  - "replace" texture value replaces existing value
  - "modulate" default; texture value multiplies existing value
  - "decal" for textype = "rgba", texture is mixed with existing value
  - "blend" uses the texture to blend the existing value with black
  - "add" adds the texture value to the existing. May not be available in the R display with very old OpenGL drivers.
- **texmipmap** Logical, specifies if the texture should be mipmapped.
- **texmagfilter** specifies the magnification filtering type (sorted by ascending quality):
  - "nearest" texel nearest to the center of the pixel
  - "linear" weighted linear average of a 2x2 array of texels
- **texminfilter** specifies the minification filtering type (sorted by ascending quality):
  - "nearest" texel nearest to the center of the pixel
  - "linear" weighted linear average of a 2x2 array of texels
  - "nearest.mipmap.nearest" low quality mipmapping
  - "nearest.mipmap.linear" medium quality mipmapping
  - "linear.mipmap.nearest" medium quality mipmapping
"linear.mipmap.linear" high quality mipmapping

texenvmap logical, specifies if auto-generated texture coordinates for environment-mapping should be performed on geometry.

front, back Determines the polygon mode for the specified side:

"filled" filled polygon
"lines" wireframed polygon
"points" point polygon
"culled" culled (hidden) polygon

size numeric, specifying the size of points in pixels

lwd numeric, specifying the line width in pixels

fog logical, specifying if fog effect should be applied on the corresponding shape. Fog type is set in bg3d.

point_antialias, line_antialias logical, specifying if points should be round and lines should be antialiased, but see Note below.

depth_mask logical, specifying whether the object's depth should be stored.

depth_test Determines which depth test is used to see if this object is visible, depending on its apparent depth in the scene compared to the stored depth. Possible values are "never", "less" (the default), "equal", "lequal" (less than or equal), "greater", "notequal", "gequal" (greater than or equal), "always".

polygon_offset A one or two element vector giving the 'factor' and 'units' values to use in a glPolygonOffset() call in OpenGL. If only one value is given, it is used for both elements. The 'units' value is added to the depth of all pixels in a filled polygon, and the 'factor' value is multiplied by an estimate of the slope of the polygon and then added to the depth. Positive values "push" polygons back slightly for the purpose of depth testing, to allow points, lines or other polygons to be drawn on the surface without being obscured due to rounding error. Negative values pull the object forward. A typical value to use is 1 (which is automatically expanded to c(1,1)). If values are too large, objects which should be behind the polygon will show through, and if values are too small, the objects on the surface will be partially obscured. Experimentation may be needed to get it right. The first example in ?persp3d uses this property to add grid lines to a surface.

margin, floating Used mainly for text to draw annotations in the margins, but supported by most kinds of objects: see mtext3d.

tag A length 1 string value. These may be used to identify objects, or encode other meta data about the object.

blend Two string values from the list below describing how transparent objects are blended with colors behind them. The first determines the coefficient applied to the color of the current object (the source); the second determines the coefficient applied to the existing color (the destination). The resulting color will be the sum of the two resulting colors. The allowed strings correspond to OpenGL constants:

"zero" Zero; color has no effect.
"one" One; color is added to the other term.
"src_color", "one_minus_src_color" Multiply by source color or its opposite.
"dst_color", "one_minus_dst_color" Multiply by destination color or its opposite.
"src_alpha", "one_minus_src_alpha" Multiply by source alpha or its opposite. Default values.
"dst_alpha", "one_minus_dst_alpha" Multiply by destination alpha or its opposite.
"constant_color", "one_minus_constant_color", "constant_alpha", "one_minus_constant_alpha", "src_alpha_saturate" These are allowed, but to be useful they require other settings which rgl doesn’t support.

col An allowed abbreviation of color.

The rgl.material.readonly variable contains the subset of material properties that are read-only so they can be queried but not set. Currently there is only one:

isTransparent Is the current color transparent?

Textures

The texture material property may be NULL or the name of a bitmap file to be displayed on the surface being rendered. Currently only PNG format files are supported.

By default, the colors in the bitmap will modify the color of the object being plotted. If the color is black (a common default), you won’t see anything, so a warning may be issued. You can suppress the warning by specifying the color explicitly, or calling options(rgl.warnBlackTexture = FALSE).

Other aspects of texture display are controlled by the material properties textype, texmode, texmipmap, texmagfilter, texminfilter and texenvmap described above.

For an extensive discussion of textures, see the Textures section of the rgl Overview vignette.

Display of objects

Object display colors are determined as follows:

• If lit = FALSE, an element of the color vector property is displayed without modification. See documentation for individual objects for information on which element is chosen.

• If lit = TRUE, the color is determined as follows.
1. The color is set to the emission property of the object.
2. For each defined light, the following are added:
   – the product of the ambient color of the light and the ambient color of the object is added.
   – the color of the object is multiplied by the diffuse color of the light and by a constant depending on the angle between the surface and the direction to the light, and added.
   – the specular color of the object is multiplied by the specular color of the light and a constant depending on the shininess of the object and the direction to the light, and added. The shininess property mainly determines the size of the shiny highlight; adjust one or both of the specular colors to change its brightness.

If point_antialias is TRUE, points will be drawn as circles in WebGL; otherwise, they will be drawn as squares. Within R, the behaviour depends on your graphics hardware: for example, I see circles for both settings on my laptop.

Within R, lines tend to appear heavier with line_antialias == TRUE. There’s no difference at all in WebGL.
matrices

See Also
bbox3d, bg3d, light3d

Examples

save <- material3d("color")
material3d(color = "red")
material3d("color")
material3d(color = save)

# this illustrates the effect of depth_test
x <- c(1:3); xmid <- mean(x)
y <- c(2, 1, 3); ymid <- mean(y)
z <- 1
open3d()
tests <- c("never", "less", "equal", "lequal", "greater",
           "notequal", "gequal", "always")
for (i in 1:8) {
  triangles3d(x, y, z + i, col = heat.colors(8)[i])
  texts3d(xmid, ymid, z + i, paste(i, tests[i], sep = ". "),
           depth_test = tests[i])
}
highlevel() # To trigger display

# this illustrates additive blending
open3d()
bg3d("darkgray")
quad <- cbind(c(-1, 1, 1, -1), 1, c(-1, -1, 1, 1))
quads3d(rbind(translate3d(quad, -0.5, 0, -0.5),
              translate3d(quad, 0.5, 0.5, -0.5),
              translate3d(quad, 0, 1, 0.5)),
        col = rep(c("red", "green", "blue"), each = 4),
        alpha = 0.5,
        blend = c("src_alpha", "one")

Description

These functions construct 4x4 matrices for transformations in the homogeneous coordinate system
used by OpenGL, and translate vectors between homogeneous and Euclidean coordinates.

Usage

identityMatrix()
scaleMatrix(x, y, z)
translationMatrix(x, y, z)
rotationMatrix(angle, x, y, z, matrix)
asHomogeneous(x)
asEuclidean(x)
asHomogeneous2(x)
asEuclidean2(x)

scale3d(obj, x, y, z, ...)
translate3d(obj, x, y, z, ...)
rotate3d(obj, angle, x, y, z, matrix, ...)

transform3d(obj, matrix, ...)

Arguments

x, y, z, angle, matrix

See details

obj
An object to be transformed

... Additional parameters to be passed to methods

Details

OpenGL uses homogeneous coordinates to handle perspective and affine transformations. The homogeneous point \((x, y, z, w)\) corresponds to the Euclidean point \((x/w, y/w, z/w)\). The matrices produced by the functions scaleMatrix, translationMatrix, and rotationMatrix are to be left-multiplied by a row vector of homogeneous coordinates; alternatively, the transpose of the result can be right-multiplied by a column vector. The generic functions scale3d, translate3d and rotate3d apply these transformations to the obj argument. The transform3d function is a synonym for rotate3d(obj, matrix = matrix).

By default, it is assumed that obj is a row vector (or a matrix of row vectors) which will be multiplied on the right by the corresponding matrix, but users may write methods for these generics which operate differently. Methods are supplied for mesh3d objects.

To compose transformations, use matrix multiplication. The effect is to apply the matrix on the left first, followed by the one on the right.

identityMatrix returns an identity matrix.

scaleMatrix scales each coordinate by the given factor. In Euclidean coordinates, \((u, v, w)\) is transformed to \((x*u, y*v, z*w)\).

translationMatrix translates each coordinate by the given translation, i.e. \((u, v, w)\) is transformed to \((u + x, v + y, w + z)\).

rotationMatrix can be called in three ways. With arguments angle, x, y, z it represents a rotation of \(\text{angle}\) radians about the axis \(x, y, z\). If matrix is a 3x3 rotation matrix, it will be converted into the corresponding matrix in 4x4 homogeneous coordinates. Finally, if a 4x4 matrix is given, it will be returned unchanged. (The latter behaviour is used to allow transform3d to act like a generic function, even though it is not.)

Use asHomogeneous(x) to convert the Euclidean vector x to homogeneous coordinates, and asEuclidean(x) for the reverse transformation. These functions accept the following inputs:

- n x 3 matrices: rows are assumed to be Euclidean
• n x 4 matrices: rows are assumed to be homogeneous

• vectors of length 3n or 4n: assumed to be vectors concatenated. For the ambiguous case of vectors that are length 12n (so both 3n and 4n are possible), the assumption is that the conversion is necessary: asEuclidean assumes the vectors are homogeneous, and asHomogeneous assumes the vectors are Euclidean.

Outputs are n x 4 or n x 3 matrices for asHomogeneous and asEuclidean respectively.

The functions asHomogeneous2 and asEuclidean2 act similarly, but they assume inputs are 3 x n or 4 x n and outputs are in similar shapes.

Value

identityMatrix, scaleMatrix, translationMatrix, and rotationMatrix produce a 4x4 matrix representing the requested transformation in homogeneous coordinates.

scale3d, translate3d and rotate3d transform the object and produce a new object of the same class.

Author(s)

Duncan Murdoch

See Also

par3d for a description of how RGL uses matrices in rendering.

Examples

# A 90 degree rotation about the x axis:
rotationMatrix(pi/2, 1, 0, 0)

# Find what happens when you rotate (2, 0, 0) by 45 degrees about the y axis:
x <- asHomogeneous(c(2, 0, 0))
y <- x %*% rotationMatrix(pi/4, 0, 1, 0)
asEuclidean(y)

# or more simply...
rotate3d(c(2, 0, 0), pi/4, 0, 1, 0)
merge.mesh3d

Merge RGL mesh objects

Description

Attempts to merge "mesh3d" objects. Objects need to be similar enough; see Details.

Usage

```r
## S3 method for class 'mesh3d'
merge(x, y, ..., attributesMustMatch = FALSE)
```

Arguments

- `x, y`: "mesh3d" objects to merge.
- `...`: Optional additional objects.
- `attributesMustMatch`: See Details.

Details

To allow objects to be merged, they need to be similar enough in terms of having the same list of material properties, normals, texture coordinates, etc.

If `attributesMustMatch` is TRUE, it is an error to have attributes in one mesh but not in another, and those attributes that only specify a single value must have equal values in all meshes.

If `attributesMustMatch` is FALSE, any non-matching attributes will be dropped from the final result.

Value

A single "mesh3d" object merging the contents of the arguments.

Author(s)

Duncan Murdoch

Examples

```r
open3d()
# Notice that the alpha setting for the cube is dropped, because
# the other shapes don't specify alpha.
shade3d(merge(cube3d(col="red", alpha = 0.5),
               translate3d(tetrahedron3d(col="green"), 2, 0, 0),
               translate3d(octahedron3d(col="blue"), 4, 0, 0)))
```
mergeVertices

Merge duplicate vertices in mesh object

Description

A mesh object can have the same vertex listed twice. Each copy is allowed to have separate normals, textural coordinates, and color. However, it is more efficient to have just a single copy if those differences aren’t needed. For automatic smoothing using `addNormals`, triangles and quads need to share vertices. This function merges identical (or similar) vertices to achieve this.

Usage

```r
mergeVertices(mesh,
notEqual = NULL,
attribute = "vertices",
tolerance = sqrt(.Machine$double.eps))
```

Arguments

- `mesh`: A `mesh3d` object.
- `notEqual`: A logical matrix indicating that certain pairs should not be merged even if they appear identical.
- `attribute`: Which attribute(s) should be considered in comparing vertices? A vector chosen from `c("vertices", "colors", "normals", "texcoords")`.
- `tolerance`: When comparing vertices using `all.equal`, this tolerance will be used to ignore rounding error.

Value

A new mesh object.

Author(s)

Duncan Murdoch

See Also

`as.mesh3d.rglId`, which often constructs mesh objects containing a lot of duplication.

Examples

```r
open3d()
(mesh1 <- cuboctahedron3d(col = rainbow(14), meshColor = "face"))
id <- shade3d(mesh1)
(mesh2 <- as.mesh3d(id))
shade3d(translate3d(mesh2, 3, 0, 0))
(mesh3 <- mergeVertices(mesh2))
shade3d(translate3d(mesh3, 6, 0, 0))
```
mesh3d

Construct 3D mesh objects

Description

Creates meshes containing points, segments, triangles and quads.

Usage

```r
mesh3d( x, y = NULL, z = NULL, vertices,
       material = NULL,
       normals = NULL, texcoords = NULL,
       points = NULL, segments = NULL,
       triangles = NULL, quads = NULL,
       meshColor = c("vertices", "edges", "faces", "legacy"))

qmesh3d(vertices, indices, homogeneous = TRUE, material = NULL,
         normals = NULL, texcoords = NULL,
         meshColor = c("vertices", "edges", "faces", "legacy"))
tmesh3d(vertices, indices, homogeneous = TRUE, material = NULL,
         normals = NULL, texcoords = NULL,
         meshColor = c("vertices", "edges", "faces", "legacy"))
```

Arguments

- `x, y, z`: coordinates. Any reasonable way of defining the coordinates is acceptable. See the function `xyz.coords` for details.
- `vertices`: A 4 row matrix of homogeneous coordinates; takes precedence over `x, y, z`.
- `material`: material properties for later rendering
- `normals`: normals at each vertex
- `texcoords`: texture coordinates at each vertex
- `points`: vector of indices of vertices to draw as points
- `segments`: 2 x n matrix of indices of vertices to draw as segments
- `triangles`: 3 x n matrix of indices of vertices to draw as triangles
- `quads`: 4 x n matrix of indices of vertices to draw as quads
- `indices`: (obsolete) 3 or 4 x n matrix of vertex indices
- `homogeneous`: (obsolete) should `tmesh3d` and `qmesh3d` vertices be assumed to be homogeneous?
- `meshColor`: how should colours be interpreted? See details in `shade3d`. 
Details

These functions create mesh3d objects, which consist of a matrix of vertex coordinates together with a matrices of indices indicating how the vertices should be displayed, and material properties.

The "shape3d" class is a general class for shapes that can be plotted by dot3d, wire3d or shade3d.

The "mesh3d" class is a class of objects that form meshes: the vertices are in member vb, as a 4 by n matrix using homogeneous coordinates. Indices of these vertices are contained in optional components ip for points, is for line segments, it for triangles, and ib for quads. Individual meshes may have any combination of these.

The functions tmesh3d and qmesh3d are included for back-compatibility; they produce meshes of triangles and quads respectively.

Value

Objects of class c("mesh3d", "shape3d").

See points3d for a discussion of texture coordinates.

See Also

shade3d, shapelist3d for multiple shapes

Examples

# generate a quad mesh object

vertices <- c(
    -1.0, -1.0, 0,
    1.0, -1.0, 0,
    1.0, 1.0, 0,
    -1.0, 1.0, 0
)

indices <- c( 1, 2, 3, 4 )

open3d()

wire3d( mesh3d( vertices = vertices, quads = indices ) )

mfrow3d

Set up multiple figure layouts

Description

The mfrow3d and layout3d functions provide functionality in RGL similar to par("mfrow") and layout in classic R graphics.
Usage

subsceneList(value, window = cur3d())

mfrow3d(nr, nc, byrow = TRUE, parent = NA, sharedMouse = FALSE, ...)
layout3d(mat, widths = rep.int(1, ncol(mat)),
          heights = rep.int(1, nrow(mat)),
          parent = NA, sharedMouse = FALSE, ...
next3d(current = NA, clear = TRUE, reuse = TRUE)
clearSubsceneList(delete = currentSubscene3d() %in% subsceneList(),
                   window = cur3d())

Arguments

value A new subscene list to set. If missing, return the current one (or NULL).
window Which window to operate on.
nr, nc Number of rows and columns of figures.
byrow Whether figures progress by row (as with par("mfrow")) or by column (as with par("mfcol")).
mat, widths, heights Layout parameters; see layout for their interpretation.
parent The parent subscene. NA indicates the current subscene. See Details below.
sharedMouse Whether to make all subscenes par3d("listeners") to each other.
... Additional parameters to pass to newSubscene3d as each subscene is created.
current The subscene to move away from. NA indicates the current subscene.
clear Whether the newly entered subscene should be cleared upon entry.
reuse Whether to skip advancing if the current subscene has no objects in it.
delete If TRUE, delete the subscenes in the current window.

Details

rgl can maintain a list of subscenes; the mfrow3d and layout3d functions create that list. When the list is in place, next3d causes RGL to move to the next scene in the list, or cycle back to the first one.

Unlike the classic R graphics versions of these functions, these functions are completely compatible with each other. You can mix them within a single RGL window.

In the default case where parent is missing, mfrow3d and layout3d will call clearSubsceneList() at the start.

By default clearSubsceneList() checks whether the current subscene is in the current subscene list; if so, it will delete all subscenes in the list, and call gc3d to delete any objects that are no longer shown. The subscene list will be set to a previous value if one was recorded, or NULL if not.

If parent is specified in mfrow3d or layout3d (even as NA), the new subscenes will be created within the parent.
The `next3d()` function first finds out if the current subscene is in the current list. If not, it moves to the previous list, and looks there. Once it finds a list containing the current subscene, it moves to the next entry in that list. If it can’t find one, it creates a length one list containing just the current subscene.

**Value**

`mfrow3d` and `layout3d` return a vector of subscene id values that have just been created. If a previous subscene list was in effect and was not automatically cleared, it is attached as an attribute "prev".

**Author(s)**

Duncan Murdoch

**See Also**

`newSubscene3d`, `par`, `layout`.

**Examples**

shapes <- list(Tetrahedron = tetrahedron3d(), Cube = cube3d(), Octahedron = octahedron3d(), Icosahedron = icosahedron3d(), Dodecahedron = dodecahedron3d(), Cuboctahedron = cuboctahedron3d())
col <- rainbow(6)
open3d()
`mfrow3d(3, 2)`
for (i in 1:6) {
  `next3d()` # won't advance the first time, since it is empty
  `shade3d(shapes[[i]], col = col[i])`
}
`highlevel(integer())` # To trigger display as rglwidget

open3d()
mat <- matrix(1:4, 2, 2)
mat <- rbind(mat, mat + 4, mat + 8)
`layout3d(mat, height = rep(c(3, 1), 3), sharedMouse = TRUE)`
for (i in 1:6) {
  `next3d()`
  `shade3d(shapes[[i]], col = col[i])`
  `next3d()`
  `text3d(0, 0, 0, names(shapes)[i])`
}
`highlevel(integer())`
observer3d  

Set the observer location

Description

This function sets the location of the viewer.

Usage

observer3d(x, y = NULL, z = NULL, auto = FALSE)

Arguments

x, y, z  
The location as a 3 vector, using the usual xyz.coords conventions for specification. If x is missing or any coordinate is NA, no change will be made to the location.

auto  
If TRUE, the location will be set automatically by RGL to make the whole bounding box visible.

Details

This function sets the location of the viewer relative to the scene, after the model transformations (scaling, rotation) have been done, but before lighting or projection have been applied. (See par3d for details on the rendering pipeline.)

The coordinate system is a slightly strange one: the X coordinate moves the observer location from left to right, and the Y coordinate moves up and down. The Z coordinate changes the depth from the viewer. All are measured relative to the center of the bounding box (par("bbox")) of the subscene.

The observer always looks in the positive Z direction after the model rotation have been done. The coordinates are in post-scaling units.

Value

Invisibly returns the previous value.

Note

This function is likely to change in future versions of RGL, to allow more flexibility in the specification of the observer’s location and orientation.

Author(s)

Duncan Murdoch

Examples

example(surface3d)  # The volcano data
observer3d(0, 0, 440)  # Viewed from very close up
open3d 83

Description

open3d opens a new RGL window; cur3d returns the device number of the current window; close3d closes one or more windows.

Usage

open3d(..., params = getr3dDefaults(),
         useNULL = rgl.useNULL(), silent = FALSE)

close3d(dev = cur3d(), silent = TRUE)

cur3d()

rgl.dev.list()

set3d(dev, silent = FALSE)

getr3dDefaults(class = NULL, value = NULL)

r3dDefaults

rgl.quit()

Arguments

... arguments in name = value form, or a list of named values. The names must come from the graphical parameters described in par3d.

params a list of graphical parameters

useNULL whether to use the null graphics device

dev which device to close or use

silent whether report on what was done

class, value names of components to retrieve

Details

open3d opens a new RGL device, and sets the parameters as requested. The r3dDefaults list returned by the getr3dDefaults function will be used as default values for parameters. As installed this sets the point of view to ‘world coordinates’ (i.e. x running from left to right, y from front to back, z from bottom to top), the mouseMode to (zAxis, zoom, fov), and the field of view to 30 degrees. useFreeType defaults to FALSE on Windows; on other systems it indicates the availability of FreeType. Users may create their own variable named r3dDefaults in the global environment
and it will override the installed one. If there is a bg element in the list or the arguments, it should be a list of arguments to pass to the bg3d function to set the background.

The arguments to open3d may include material, a list of material properties as in r3dDefaults, but note that high level functions such as plot3d normally use the r3dDefaults values in preference to this setting.

If useNULL is TRUE, RGL will use a “null” device. This device records objects as they are plotted, but displays nothing. It is intended for use with rglwidget.

Value

The open3d function returns the device that was opened. If silent = TRUE, it is returned invisibly. The cur3d function returns the current device, or the value 0 if there isn’t one. rgl.dev.list returns a vector of all open devices. Items are named according to the type of device: null for a hidden null device, wgl for a Windows device, and glX for an X windows device.

set3d returns the device number of the previously active device.

The close3d function returns the new current device, invisibly.

The r3dDefaults variable is a list containing default settings. The getr3dDefaults function searches the user’s global environment for r3dDefaults and returns the one in the RGL namespace if it was not found there. The components of the list may include any settable par3d parameter, or "material", which should include a list of default material3d properties, or "bg", which is a list of defaults to pass to the bg3d function.

rgl.quit attempts to unload rgl and then returns NULL invisibly.

See Also

rgl.useNULL for default usage of null device.

Examples

r3dDefaults
open3d()
shade3d(cube3d(color = rainbow(6), meshColor = "faces"))
cur3d()

par3d

Set or query RGL parameters

Description

par3d can be used to set or query graphical parameters in RGL. Parameters can be set by specifying them as arguments to par3d in name = value form, or by passing them as a list of named values.
Usage

```r
par3d(..., no.readonly = FALSE, dev = cur3d(),
       subscene = currentSubscene3d(dev))
```

`rgl.par3d.names`

`rgl.par3d.readonly`

Arguments

... arguments in name = value form, or a list of tagged values. The names must come from the graphical parameters described below.

no.readonly logical; if TRUE and there are no other arguments, only those parameters which can be set by a subsequent `par3d()` call are returned.

dev integer; the RGL device.

subscene integer; the subscene.

Details

Parameters are queried by giving one or more character vectors to `par3d`.

`par3d()` (no arguments) or `par3d(no.readonly = TRUE)` is used to get all the graphical parameters (as a named list).

By default, queries and modifications apply to the current subscene on the current device; specify `dev` and/or `subscene` to change this. Some parameters apply to the device as a whole; these are marked in the list below.

Value

When parameters are set, their former values are returned in an invisible named list. Such a list can be passed as an argument to `par3d` to restore the parameter values. Use `par3d(no.readonly = TRUE)` for the full list of parameters that can be restored.

When just one parameter is queried, its value is returned directly. When two or more parameters are queried, the result is a list of values, with the list names giving the parameters.

Note the inconsistency: setting one parameter returns a list, but querying one parameter returns an object.

Parameters

The `rgl.par3d.names` variable contains the full list of names of `par3d` properties. `rgl.par3d.readonly` contains the list of read-only properties.

In the list below, `R.O.` indicates the read-only arguments: These may only be used in queries, they do not set anything.

activeSubscene `R.O.` integer. Used with `rgl.setMouseCallbacks`: during a callback, indicates the id of the subscene that was clicked.

antialias `R.O.` in `par3d`, may be set in `open3d`. The (requested) number of hardware antialiasing planes to use (with multisample antialiasing). The OpenGL driver may not support the requested number, in which case `par3d("antialias")` will report what was actually set. Applies to the whole device.
par3d

cex real. The default size for text.
family character. The default device independent family name; see text3d. Applies to the whole device.
font integer. The default font number (from 1 to 4; see text3d). Applies to the whole device.
useFreeType logical. Should FreeType fonts be used? Applies to the whole device.
fontName R.O.; the system-dependent name of the current font. Applies to the whole device.
FOV real. The field of view, from 0 to 179 degrees. This controls the degree of parallax in the perspective view. Isometric perspective corresponds to FOV = 0.
ignoreExtent logical. Set to TRUE so that subsequently plotted objects will be ignored in calculating the bounding box of the scene. Applies to the whole device.
maxClipPlanes R.O.; an integer giving the maximum number of clip planes that can be defined in the current system. Applies to the whole device.
modelMatrix R.O.; a 4 by 4 matrix describing the position of the user data. See the Note below.
listeners integer. A vector of subscene id values. If a subscene receives a mouse event (see mouseMode just below), the same action will be carried out on all subscenes in this list. (The subscene itself is normally listed as a listener. If it is not listed, it will not respond to its own mouse events.)
mouseMode character. A vector of 5 strings describing mouse actions. The 5 entries are named c("none", "left", "right", "middle", "wheel"), corresponding to actions for no button, the left, right or middle button, and the mouse wheel. Partial matching to action names is used. Possible values for the actions are:
  "none" No action for this button.
  "trackball" Mouse acts as a virtual trackball, rotating the scene.
  "xAxis" Similar to "trackball", but restricted to X axis rotation.
  "yAxis" Y axis rotation.
  "zAxis" Z axis rotation.
  "polar" Mouse rotates the scene by moving in polar coordinates.
  "selecting" Mouse is used for selection. This is not normally set by the user, but is used internally by the select3d function.
  "zoom" Mouse is used to zoom the display.
  "fov" Mouse changes the field of view of the display.
  "user" Used when a user handler is set by rgl.setMouseCallbacks.
Possible values for the last entry corresponding to the mouse wheel also include
  "pull" Pulling on the mouse wheel increases magnification, i.e. “pulls the scene closer”.
  "push" Pulling on the mouse wheel decreases magnification, i.e. “pushes the scene away”.
  "user2" Used when a user handler is set by rgl.setWheelCallback.
A common default on Mac OSX is to convert a two finger drag on a trackpad to a mouse wheel rotation.
The first entry is for actions to take when no mouse button is pressed. Legal values are the same as for the mouse buttons.
The first entry was added after rgl version 0.106.8. For back compatibility, if the vector of actions is less than 5 entries, "none" will be added at the start of it.
observer \textit{R.O.}; the position of the observer relative to the model. Set by \texttt{observer3d}. See the Note below.

\texttt{projMatrix} \textit{R.O.}; a 4 by 4 matrix describing the current projection of the scene.

\texttt{scale} real. A vector of 3 values indicating the amount by which to rescale each axis before display.

Set by \texttt{aspect3d}.

\texttt{skipRedraw} whether to update the display. Set to \texttt{TRUE} to suspend updating while making multiple changes to the scene. See \texttt{demo(hist3d)} for an example. Applies to the whole device.

\texttt{userMatrix} a 4 by 4 matrix describing user actions to display the scene.

\texttt{userProjection} a 4 by 4 matrix describing changes to the projection.

\texttt{viewport} real. A vector giving the dimensions of the window in pixels. The entries are taken to be \(c(x, y, \text{width}, \text{height})\) where \(c(x, y)\) are the coordinates in pixels of the lower left corner within the window.

\texttt{zoom} real. A positive value indicating the current magnification of the scene.

\texttt{bbox} \textit{R.O.}; real. A vector of six values indicating the current values of the bounding box of the scene \((\text{xmin}, \text{xmax}, \text{ymin}, \text{ymax}, \text{zmin}, \text{zmax})\)

\texttt{windowRect} integer. A vector of four values indicating the left, top, right and bottom of the displayed window (in pixels). Applies to the whole device.

\textbf{Rendering}

The parameters returned by \texttt{par3d} are sufficient to determine where RGL would render a point on the screen. Given a column vector \((x, y, z)\) in a subscene \(s\), it performs the equivalent of the following operations:

1. It converts the point to homogeneous coordinates by appending \(w = 1\), giving the vector \(v = (x, y, z, 1)\).

2. It calculates the \(M = \text{par3d}("\text{modelMatrix}")\) as a product from right to left of several matrices:
   - A matrix to translate the centre of the bounding box to the origin.
   - A matrix to rescale according to \texttt{par3d("scale")}.
   - The \texttt{par3d("userMatrix")} as set by the user.
   - A matrix which may be set by mouse movements.
   - The description above applies to the usual case where there is just one subscene, or where the subscene's "model" is set to "replace". If it is set to "modify", the first step is skipped, and at the end the procedure is followed for the parent subscene. If it is set to "inherit" only the parent settings are used.

3. It multiplies the point by \(M\) giving \(u = M \times v\).

4. It multiplies that point by a matrix based on the observer position to translate the origin to the centre of the viewing region.

5. Using this location and information on the normals (which have been similarly transformed), it performs lighting calculations.

6. It obtains the projection matrix \(P = \text{par3d}("\text{projMatrix}")\) based on the bounding box and field of view or observer location, multiplies that by the \texttt{userProjection} matrix to give \(P\). It multiplies the point by it giving \(P \times u = (x2, y2, z2, w2)\).

7. It converts back to Euclidean coordinates by dividing the first 3 coordinates by \(w2\).
8. The new value \( \frac{z_2}{w_2} \) represents the depth into the scene of the point. Depending on what has already been plotted, this depth might be obscured, in which case nothing more is plotted.

9. If the point is not culled due to depth, the \( x_2 \) and \( y_2 \) values are used to determine the point in the image. The \texttt{par3d("viewport")} values are used to translate from the range \((-1, 1)\) to pixel locations, and the point is plotted.

10. If hardware antialiasing is enabled, then the whole process is repeated multiple times (at least conceptually) with different locations in each pixel sampled to determine what is plotted there, and then the images are combined into what is displayed.

See \texttt{?matrices} for more information on homogeneous and Euclidean coordinates.

Note that many of these calculations are done on the graphics card using single precision; you will likely see signs of rounding error if your scene requires more than 4 or 5 digit precision to distinguish values in any coordinate.

Note

The "\texttt{xAxis}"", "\texttt{yAxis}" and "\texttt{zAxis}" mouse modes rotate relative to the coordinate system of the data, regardless of the current orientation of the scene.

When multiple parameters are set, they are set in the order given. In some cases this may lead to warnings and ignored values; for example, some font families only support \texttt{cex = 1}, so changing both \texttt{cex} and \texttt{family} needs to be done in the right order. For example, when using the "\texttt{bitmap}" family on Windows, \texttt{par3d(family = "sans", cex = 2)} will work, but \texttt{par3d(cex = 2, family = "sans")} will leave \texttt{cex} at 1 (with a warning that the "\texttt{bitmap}" family only supports that size).

Although \texttt{par3d("viewport")} names the entries of the reported vector, names are ignored when setting the viewport and entries must be specified in the standard order.

In \texttt{rgl} versions 0.94.x the \texttt{modelMatrix} entry had a changed meaning; before and after that it contains a copy of the OpenGL MODELVIEW matrix.

As of version 0.100.32, when changing the "\texttt{windowRect}" parameter, the "\texttt{viewport}" for the root (or specified) subscene is changed immediately. This fixes a bug where in earlier versions it would only be changed when the window was redrawn, potentially after another command making use of the value.

Default values are not described here, as several of them are changed by the \texttt{r3dDefaults} variable when the window is opened by \texttt{open3d}.

References


See Also

\texttt{view3d} to set FOV and zoom.

\texttt{open3d} for how to open a new window with default settings for these parameters.
Examples

open3d()
shade3d(cube3d(color = rainbow(6), meshColor = "faces"))
save <- par3d(userMatrix = rotationMatrix(90*pi/180, 1, 0, 0))
highlevel()  # To trigger display
save
par3d("userMatrix")
par3d(save)
highlevel()
par3d("userMatrix")

par3dinterp

Interpolator for par3d parameters

Description

Returns a function which interpolates par3d parameter values, suitable for use in animations.

Usage

par3dinterp(times = NULL, userMatrix, scale, zoom, FOV,
method = c("spline", "linear"),
extrapolate = c("oscillate", "cycle", "constant", "natural"),
dev = cur3d(), subscene = par3d("listeners", dev = dev))

Arguments

times  Times at which values are recorded or a list; see below
userMatrix  Values of par3d("userMatrix")
scale  Values of par3d("scale")
zoom  Values of par3d("zoom")
FOV  Values of par3d("FOV")
method  Method of interpolation
extrapolate  How to extrapolate outside the time range
dev  Which RGL device to use
subscene  Which subscene to use

Details

This function is intended to be used in constructing animations. It produces a function that returns a list suitable to pass to par3d, to set the viewpoint at a given point in time.

All of the parameters are optional. Only those par3d parameters that are specified will be returned.

The input values other than times may each be specified as lists, giving the parameter value settings at a fixed time, or as matrices or arrays. If not lists, the following formats should be used:
userMatrix can be a $4 \times 4 \times n$ array, or a $4 \times 4n$ matrix; scale should be an $n \times 3$ matrix; zoom and FOV should be length $n$ vectors.

An alternative form of input is to put all of the above arguments into a list (i.e. a list of lists, or a list of arrays/matrices/vectors), and pass it as the first argument. This is the most convenient way to use this function with the function tkpar3dsave.

Interpolation is by cubic spline or linear interpolation in an appropriate coordinate-wise fashion. Extrapolation may oscillate (repeat the sequence forward, backward, forward, etc.), cycle (repeat it forward), be constant (no repetition outside the specified time range), or be natural (linear on an appropriate scale). In the case of cycling, the first and last specified values should be equal, or the last one will be dropped. Natural extrapolation is only supported with spline interpolation.

Value

A function is returned. The function takes one argument, and returns a list of par3d settings interpolated to that time.

Note

Prior to rgl version 0.95.1476, the subscene argument defaulted to the current subscene, and any additional entries would be ignored by play3d. The current default value of par3d("listeners", dev = dev) means that all subscenes that share mouse responses will also share modifications by this function.

Author(s)

Duncan Murdoch

See Also

play3d to play the animation.

Examples

```r
f <- par3dinterp( zoom = c(1, 2, 3, 1) )
f(0)
f(1)
f(0.5)
## Not run:
play3d(f)
## End(Not run)
```
par3dinterpControl

Control RGL widget like par3dinterp()

Description

This control works with playwidget to change settings in a WebGL display in the same way as par3dinterp does within R.

Usage

par3dinterpControl(fn, from, to, steps, subscene = NULL, omitConstant = TRUE, ...)

Arguments

fn A function returned from par3dinterp.
from, to, steps Values where fn should be evaluated.
subscene Which subscene’s properties should be modified?
omitConstant If TRUE, do not set values that are constant across the range.
... Additional parameters which will be passed to propertyControl.

Details

par3dinterpSetter sets parameters corresponding to values produced by the result of par3dinterp.

Value

Returns controller data in a list of class "rglControl".

Author(s)

Duncan Murdoch

Examples

example(plot3d)
M <- r3dDefaults$UserMatrix
fn <- par3dinterp(times = (0:2)*0.75, userMatrix = list(M,
    rotate3d(M, pi/2, 1, 0, 0),
    rotate3d(M, pi/2, 0, 1, 0)),
    scale = c(0.5, 1, 2))
control <- par3dinterpControl(fn, 0, 3, steps = 15)
control
if (interactive() || in_pkgdown_example())
    rglwidget(width = 500, height = 250) %>%
    playwidget(control,
        step = 0.01, loop = TRUE, rate = 0.5)
pch3d

Plot symbols similar to base graphics

Description

This function plots symbols similarly to what the base graphics function `points` does when `pch` is specified.

Usage

```r
pch3d(x, y = NULL, z = NULL, pch = 1,
    bg = material3d("color")[1], cex = 1, radius,
    color = "black", lit = FALSE, ...)
```

Arguments

- `x, y, z`: The locations at which to plot in a form suitable for use in `xyz.coords`.
- `pch`: A vector of integers or single characters describing the symbols to plot.
- `bg`: The fill color(s) to use for `pch` from 21 to 25.
- `cex`: A relative size of the symbol to plot.
- `radius`: An absolute size of the symbol to plot in user coordinates.
- `color`: The color(s) to use for symbols.
- `lit`: Whether the object responds to lighting or just shows the displayed color directly.
- `...`: Other material properties.

Details

The list of symbols encoded by numerical `pch` values is given in the `points` help page.

Value

A vector of object id values is returned invisibly. Separate objects will be drawn for each different combination of `pch` value from 0 to 25, `color` and `bg`, and another holding all the character symbols.

Note

This function is not a perfect match to how the `points` function works due to limitations in RGL and OpenGL. In particular:

Symbols with numbers from 1 to 25 are drawn as 3D sprites (see `sprites3d`), so they will resize as the window is zoomed. Letters and numbers from 32 to 255 (which are mapped to letters) are drawn using `text3d`, so they maintain a fixed size.

A calculation somewhat like the one in `plot3d` that sets the size of spheres is used to choose the size of sprites based on `cex` and the current scaling. This will likely need manual tweaking. Use the `radius` argument for a fixed size.
persp3d

No special handling is done for the case of pch = ".". Use points3d for small dots.
As of rgl version 0.100.10, background and foreground colors can vary from symbol to symbol.

Author(s)

Duncan Murdoch

See Also

points3d, text3d, plot3d, points.

Examples

go3d()
i <- 0:25; x <- i %% 5; y <- rep(0, 26); z <- i %/% 5
pch3d(x, y, z, pch = i, bg = "gray", color = rainbow(26))
text3d(x, y, z + 0.3, i)
pch3d(x + 5, y, z, pch = i+65)
text3d(x + 5, y, z + 0.3, i+65)

persp3d           Surface plots

Description

This function draws plots of surfaces in 3-space. persp3d is a generic function.

Usage

persp3d(x, ...)

## Default S3 method:
persp3d(x = seq(0, 1, length.out = nrow(z)),
y = seq(0, 1, length.out = ncol(z)), z,
xlim = NULL, ylim = NULL, zlim = NULL,
xlab = NULL, ylab = NULL, zlab = NULL, add = FALSE, aspect = !add,
forceClipregion = FALSE, ...)

Arguments

x, y, z        points to plot on surface. See Details below.
xlim, ylim, zlim  x-, y- and z-limits. If present, the plot is clipped to this region.
xlab, ylab, zlab  titles for the axes. N.B. These must be character strings; expressions are not accepted. Numbers will be coerced to character strings.
add    whether to add the points to an existing plot.
aspect

either a logical indicating whether to adjust the aspect ratio, or a new ratio.

forceClipregion

force a clipping region to be used, whether or not limits are given.

Additional material parameters to be passed to surface3d and decorate3d.

Details

The default method plots a surface defined as a grid of \((x,y,z)\) locations in space. The grid may be specified in several ways:

- As with persp, \(x\) and \(y\) may be given as vectors in ascending order, with \(z\) given as a matrix. There should be one \(x\) value for each row of \(z\) and one \(y\) value for each column. The surface drawn will have \(x\) constant across rows and \(y\) constant across columns. This is the most convenient format when \(z\) is a function of \(x\) and \(y\) which are measured on a regular grid.

- \(x\) and \(y\) may also be given as matrices, in which case they should have the same dimensions as \(z\). The surface will combine corresponding points in each matrix into locations \((x,y,z)\) and draw the surface through those. This allows general surfaces to be drawn, as in the example of a spherical Earth shown below.

- If \(x\) is a list, its components \(x\{x\}, x\{y\}\) and \(x\{z\}\) are used for \(x\), \(y\) and \(z\) respectively, though an explicitly specified \(z\) value will have priority.

One difference from persp is that colors are specified on each vertex, rather than on each facet of the surface. To emulate the persp color handling, you need to do the following. First, convert the color vector to an \((nx-1)\) by \((ny-1)\) matrix; then add an extra row before row 1, and an extra column after the last column, to convert it to \(nx\) by \(ny\). (These extra colors will not be used). For example, \(\text{col} <- \text{rbind}(1, \text{cbind(matrix(col, nx-1, ny-1), 1}))\). Finally, call persp3d with material property smooth = FALSE.

See the “Clipping” section in plot3d for more details on xlim, ylim, zlim and forceClipregion.

Value

This function is called for the side effect of drawing the plot. A vector of shape IDs is returned invisibly.

Author(s)

Duncan Murdoch

See Also

plot3d, persp. There is a persp3d.function method for drawing functions, and persp3d.deldir can be used to draw surfaces defined by an irregular collection of points. A formula method persp3d.formula draws surfaces using this method.

The surface3d function is used to draw the surface without the axes etc.
Examples

# (1) The Obligatory Mathematical surface.  
# Rotated sinc function.

x <- seq(-10, 10, length.out = 20)
y <- x
f <- function(x, y) { r <- sqrt(x^2 + y^2); 10 * sin(r)/r }
z <- outer(x, y, f)
z[is.na(z)] <- 1
open3d()

# Draw the surface twice: the first draws the solid part, 
# the second draws the grid. Offset the first so it doesn't 
# obscure the lines.

persp3d(x, y, z, aspect = c(1, 1, 0.5), col = "lightblue", 
xlab = "X", ylab = "Y", zlab = "Sinc( r )", 
polygon_offset = 1)
persp3d(x, y, z, front = "lines", back = "lines", 
lit = FALSE, add = TRUE)
highlevel()  # trigger the plot

# (2) Add to existing persp plot:

xE <- c(-10, 10); xy <- expand.grid(xE, xE)
points3d(xy[, 1], xy[, 2], 6, col = "red")
lines3d(x, y = 10, z = 6 + sin(x), col = "green")

phi <- seq(0, 2*pi, length.out = 201)
r1 <- 7.725 # radius of 2nd maximum
xr <- r1 * cos(phi)
yr <- r1 * sin(phi)
lines3d(xr, yr, f(xr, yr), col = "pink", lwd = 2)

# (3) Visualizing a simple DEM model

z <- 2 * volcano  # Exaggerate the relief
x <- 10 * (1:nrow(z))  # 10 meter spacing (S to N)
y <- 10 * (1:ncol(z))  # 10 meter spacing (E to W)
open3d()
invisible(bg3d("slategray"))  # suppress display
material3d(col = "black")
persp3d(x, y, z, col = "green3", aspect = "iso", 
       axes = FALSE, box = FALSE)

# (4) A globe

lat <- matrix(seq(90, -90, length.out = 50)*pi/180, 50, 50, byrow = TRUE)
long <- matrix(seq(-180, 180, length.out = 50)*pi/180, 50, 50)
\[ r \leftarrow 6378.1 \quad \text{# radius of Earth in km} \]
\[ x \leftarrow r \cos(\text{lat}) \times \cos(\text{long}) \]
\[ y \leftarrow r \cos(\text{lat}) \times \sin(\text{long}) \]
\[ z \leftarrow r \sin(\text{lat}) \]

\[
\text{open3d()} \\
persp3d(x, y, z, \text{col = "white"}, \\
    \text{texture = system.file("textures/worldsmall.png", package = "rgl"),} \\
    \text{specular = "black", axes = FALSE, box = FALSE, xlab = "", ylab = "", zlab = "",} \\
    \text{normal_x = x, normal_y = y, normal_z = z}) \\
\]

```
## Not run: 
# This looks much better, but is slow because the texture is very big 
persp3d(x, y, z, \text{col = "white"}, \\
    \text{texture = system.file("textures/world.png", package = "rgl"),} \\
    \text{specular = "black", axes = FALSE, box = FALSE, xlab = "", ylab = "", zlab = "",} \\
    \text{normal_x = x, normal_y = y, normal_z = z}) \\
## End(Not run)
```

---

**persp3d.deldir**  
*Plot a Delaunay triangulation*

**Description**

The `deldir()` function in the `deldir` package computes a Delaunay triangulation of a set of points. These functions display it as a surface.

**Usage**

```
## S3 method for class 'deldir'
plot3d(x, ...) \\
## S3 method for class 'deldir'
persp3d(x, ..., add = FALSE) \\
## S3 method for class 'deldir'
as.mesh3d(x, col = "gray", coords = c("x", "y", "z"), 
    smooth = TRUE, normals = NULL, texcoords = NULL, ...) 
```

**Arguments**

- **x**
  - A "deldir" object, produced by the `deldir()` function. It must contain z values.
- **add**
  - Whether to add surface to existing plot (add = TRUE) or create a new plot (add = FALSE, the default).
- **col**
  - Colors to apply to each vertex in the triangulation. Will be recycled as needed.
- **coords**
  - See Details below.
smooth  Whether to average normals at vertices for a smooth appearance.

normals  User-specified normals at each vertex. Requires smooth = FALSE.

texcoords  Texture coordinates at each vertex.

...  See Details below.

Details

These functions construct a mesh3d object corresponding to the triangulation in x. The plot3d and persp3d methods plot it.

The coords parameter allows surfaces to be plotted over any coordinate plane. It should be a permutation of the column names c("x", "y", "z") from the "deldir" object. The first will be used as the x coordinate, the second as the y coordinate, and the third as the z coordinate.

The ... parameters in plot3d.deldir are passed to persp3d.deldir; in persp3d.deldir they are passed to both as.mesh3d.deldir and persp3d.mesh3d; in as.mesh3d.deldir they are used as material parameters in a tmesh3d call.

Examples

```r
x <- rnorm(200, sd = 5)
y <- rnorm(200, sd = 5)
r <- sqrt(x^2 + y^2)
z <- 10 * sin(r)/r
col <- cm.colors(20)[1 + round(19*(z - min(z))/diff(range(z)))]

save <- options(rgl.meshColorWarning = FALSE)

# This code is awkward: to work with demo(rglExamples),
# we need auto-printing of the plots. This means we
# have to repeat the test for deldir.

haveDeldir <- checkDeldir()

if (haveDeldir) {
  dxyz <- deldir::deldir(x, y, z = z, suppressMsge = TRUE)
persp3d(dxyz, col = col)
}

if (haveDeldir) {
  open3d()
  # Do it without smoothing and with a different orientation.
persp3d(dxyz, col = col, coords = c("z", "x", "y"), smooth = FALSE)
}

options(save)
```
persp3d.function  
Plot a function of two variables

Description

Plot a function $z(x, y)$ or a parametric function $(x(s, t), y(s, t), z(s, t))$.

Usage

```r
## S3 method for class 'function'
persp3d(x,
  xlim = c(0, 1), ylim = c(0, 1),
  slim = NULL, tlim = NULL,
  n = 101,
  xvals = seq.int(min(xlim), max(xlim), length.out = n[1]),
  yvals = seq.int(min(ylim), max(ylim), length.out = n[2]),
  svals = seq.int(min(slim), max(slim), length.out = n[1]),
  tvals = seq.int(min(tlim), max(tlim), length.out = n[2]),
  xlab, ylab, zlab,
  col = "gray", otherargs = list(),
  normal = NULL, texcoords = NULL, 
  ...)
## S3 method for class 'function'
plot3d(x, ...)
```

Arguments

- `x` A function of two arguments. See the details below.
- `xlim`, `ylim` By default, the range of $x$ and $y$ values. For a parametric surface, if these are not missing, they are used as limits on the displayed $x$ and $y$ values.
- `slim`, `tlim` If not NULL, these give the range of $s$ and $t$ in the parametric specification of the surface. If only one is given, the other defaults to $c(0, 1)$.
- `n` A one or two element vector giving the number of steps in the $x$ and $y$ (or $s$ and $t$) grid.
- `xvals`, `yvals` The values at which to evaluate $x$ and $y$. Ignored for a parametric surface. If used, `xlim` and/or `ylim` are ignored.
- `svals`, `tvals` The values at which to evaluate $s$ and $t$ for a parametric surface. Only used if `slim` or `tlim` is not NULL. As with `xvals` and `yvals`, these override the corresponding `slim` or `tlim` specification.
- `xlab`, `ylab`, `zlab` The axis labels. See the details below for the defaults.
- `col` The color to use for the plot. See the details below.
- `otherargs` Additional arguments to pass to the function.
- `normal`, `texcoords` Functions to set surface normals or texture coordinates. See the details below.
- `...` Additional arguments to pass to `persp3d`. 
Details

The "function" method for plot3d simply passes all arguments to persp3d. Thus this description applies to both.

The first argument x is required to be a function. It is named x only because of the requirements of the S3 system; in the remainder of this help page, we will assume that the assignment f <- x has been made, and will refer to the function f().

persp3d.function evaluates f() on a two-dimensional grid of values, and displays the resulting surface. The values on the grid will be passed in as vectors in the first two arguments to the function, so f() needs to be vectorized. Other optional arguments to f() can be specified in the otherargs list.

In the default form where slim and tlim are both NULL, it is assumed that f(x, y) returns heights, which will be plotted in the z coordinate. The default axis labels will be taken from the argument names to f() and the expression passed as argument x to this function.

If slim or tlim is specified, a parametric surface is plotted. The function f(s, t) must return a 3-column matrix, giving x, y and z coordinates of points on the surface. The default axis labels will be the column names if those are present. In this case xlim, ylim and zlim are used to define a clipping region only if specified; the defaults are ignored.

The color of the surface may be specified as the name of a color, or a vector or matrix of color names. In this case the colors will be recycled across the points on the grid of values.

Alternatively, a function may be given: it should be a function like rainbow that takes an integer argument and returns a vector of colors. In this case the colors are mapped to z values.

The normal argument allows specification of a function to compute normal vectors to the surface. This function is passed the same arguments as f() (including otherargs if present), and should produce a 3-column matrix containing the x, y and z coordinates of the normals.

The texcoords argument is a function similar to normal, but it produces a 2-column matrix containing texture coordinates.

Both normal and texcoords may also contain matrices, with 3 and 2 columns respectively, and rows corresponding to the points that were passed to f().

Value

This function constructs a call to persp3d and returns the value from that function.

Author(s)

Duncan Murdoch

See Also

The curve function in base graphics does something similar for functions of one variable. See the example below for space curves.
Examples

# (1) The Obligatory Mathematical surface.
# Rotated sinc function, with colors

f <- function(x, y) {
  r <- sqrt(x^2 + y^2)
  ifelse(r == 0, 10, 10 * sin(r)/r)
}
open3d()
plot3d(f, col = colorRampPalette(c("blue", "white", "red")),
       xlab = "X", ylab = "Y", zlab = "Sinc( r )",
       xlim = c(-10, 10), ylim = c(-10, 10),
       aspect = c(1, 1, 0.5))

# (2) A cylindrical plot

f <- function(s, t) {
  r <- 1 + exp( -pmin( (s - t)^2,
                        (s - t - 1)^2,
                        (s - t + 1)^2 )/0.01 )
  cbind(r*cos(t*2*pi), r*sin(t*2*pi), s)
}
open3d()
plot3d(f, slim = c(0, 1), tlim = c(0, 1), col = "red", alpha = 0.8)

# Add a curve to the plot, fixing s at 0.5.
plot3d(f(0.5, seq.int(0, 1, length.out = 100)), type = "l", add = TRUE,
       lwd = 3, depth_test = "lequal")

persp3d.triSht

Plot an interp or tripack Delaunay triangulation

Description

The tri.mesh() functions in the interp and tripack packages compute a Delaunay triangulation of a set of points. These functions display it as a surface.

Usage

## S3 method for class 'triSht'
plot3d(x, z, ...)
## S3 method for class 'triSht'
persp3d(x, z, ..., add = FALSE)
## S3 method for class 'triSht'
as.mesh3d(x, z, col="gray", coords = c("x", "y", "z"),
          smooth = TRUE, normals = NULL, texcoords = NULL, ...)
## S3 method for class 'tri'
plot3d(x, z, ...)  
## S3 method for class 'tri'
persp3d(x, z, ..., add = FALSE)  
## S3 method for class 'tri'
as.mesh3d(x, z, col = "gray", coords = c("x", "y", "z"),  
     smooth = TRUE, normals = NULL, texcoords = NULL, ...)  

Arguments

x  
A "triSht" or "tri" object, produced by the tri.mesh() function in the interp or tripack packages respectively.

z  
z coordinate values corresponding to each of the nodes in x.

add  
Whether to add surface to existing plot (add = TRUE) or create a new plot (add = FALSE, the default).

col  
Colors to apply to each vertex in the triangulation. Will be recycled as needed.

coords  
See Details below.

smooth  
Whether to average normals at vertices for a smooth appearance.

normals  
User-specified normals at each vertex. Requires smooth = FALSE.

texcoords  
Texture coordinates at each vertex.

...  
See Details below.

Details

These functions construct a mesh3d object corresponding to the triangulation in x. The plot3d and persp3d methods plot it.

The coords parameter allows surfaces to be plotted over any coordinate plane. It should be a permutation of the column names c("x", "y", "z"). The first will be used as the x coordinate, the second as the y coordinate, and the third as the z coordinate.

The ... parameters in plot3d.triSh and plot3d.tri are passed to persp3d; in persp3d.triSh and persp3d.tri they are passed to both as.mesh3d and persp3d.mesh3d; in as.mesh3d.triSh and as.mesh3d.tri they are used as material parameters in a tmesh3d call.

"tri" objects may contain constraints. These appear internally as extra nodes, representing either the inside or outside of boundaries on the region being triangulated. Each of these nodes should also have a z value, but triangles corresponding entirely to constraint nodes will not be drawn. In this way complex, non-convex regions can be triangulated. See the second example below.

Note

If there are duplicate points, the tri.mesh() functions will optionally delete some of them. If you choose this option, the z values must correspond to the nodes after deletion, not before.

Examples

x <- rnorm(200, sd = 5)  
y <- rnorm(200, sd = 5)  
r <- sqrt(x^2 + y^2)
planes3d

Add planes

Description

planes3d adds mathematical planes to a scene. Their intersection with the current bounding box will be drawn. clipplanes3d adds clipping planes to a scene.

Usage

planes3d(a, b = NULL, c = NULL, d = 0, ...)
clipplanes3d(a, b = NULL, c = NULL, d = 0)

Arguments

a, b, c Coordinates of the normal to the plane. Any reasonable way of defining the coordinates is acceptable. See the function `xyz.coords` for details.
d Coordinates of the "offset". See the details.
... Material properties. See `material3d` for details.
planes3d

Details

planes3d draws planes using the parametrization \( ax + by + cz + d = 0 \). Multiple planes may be specified by giving multiple values for any of \( a, b, c, d \); the other values will be recycled as necessary.

clipplanes3d defines clipping planes using the same equations. Clipping planes suppress the display of other objects (or parts of them) in the subscene, based on their coordinates. Points (or parts of lines or surfaces) where the coordinates \( x, y, z \) satisfy \( ax + by + cz + d < 0 \) will be suppressed.

The number of clipping planes supported by the OpenGL driver is implementation dependent; use par3d("maxClipPlanes") to find the limit.

Value

A shape ID of the planes or clipplanes object is returned invisibly.

See Also

abclines3d for mathematical lines.

triangles3d or the corresponding functions for quadrilaterals may be used to draw sections of planes that do not adapt to the bounding box.

The example in subscene3d shows how to combine clipping planes to suppress complex shapes.

Examples

```r
# Show regression plane with z as dependent variable

open3d()
x <- rnorm(100)
y <- rnorm(100)
z <- 0.2*x - 0.3*y + rnorm(100, sd = 0.3)
fit <- lm(z ~ x + y)
plot3d(x, y, z, type = "s", col = "red", size = 1)

coefs <- coef(fit)
a <- coefs["x"]
b <- coefs["y"]
c <- -1
d <- coefs["(Intercept)"]
planes3d(a, b, c, d, alpha = 0.5)

open3d()
ids <- plot3d(x, y, z, type = "s", col = "red", size = 1, forceClipregion = TRUE)
oldid <- useSubscene3d(ids["clipregion"])
clipplanes3d(a, b, c, d)
useSubscene3d(oldid)
```
**play3d**

*Play animation of RGL scene*

**Description**

play3d calls a function repeatedly, passing it the elapsed time in seconds, and using the result of the function to reset the viewpoint. movie3d does the same, but records each frame to a file to make a movie.

**Usage**

```r
call3d = Inf, dev = cur3d(), ..., startT = 0)
movie3d(f, duration, dev = cur3d(), ..., fps = 10,
       movie = "movie", frames = movie, dir = tempdir(),
       convert = NULL, clean = TRUE, verbose = TRUE,
       top = !rgl.useNULL(), type = "gif", startT = 0,
       webshot = TRUE)
```

**Arguments**

- **f**: A function returning a list that may be passed to `par3d`
- **duration**: The duration of the animation
- **dev**: Which RGL device to select
- **...**: Additional parameters to pass to `f`
- **startTime**: Initial time at which to start the animation
- **fps**: Number of frames per second
- **movie**: The base of the output filename, not including .gif
- **frames**: The base of the name for each frame
- **dir**: A directory in which to create temporary files for each frame of the movie
- **convert**: How to convert to a GIF movie; see Details
- **clean**: If `convert` is NULL or TRUE, whether to delete the individual frames
- **verbose**: Whether to report the `convert` command and the output filename
- **top**: Whether to call `rgl.bringtortop` before each frame
- **type**: What type of movie to create. See Details.
- **webshot**: Whether to use the `webshot2` package for snapshots of frames. See `snapshot3d`.
Details

The function \( f \) will be called in a loop with the first argument being the startTime plus the time in seconds since the start (where the start is measured after all arguments have been evaluated).

\texttt{play3d} is likely to place a high load on the CPU; if this is a problem, calls to \texttt{Sys.sleep} should be made within the function to release time to other processes.

\texttt{play3d} will run for the specified \texttt{duration} (in seconds), but can be interrupted by pressing ESC while the RGL window has the focus.

\texttt{movie3d} saves each frame to disk in a filename of the form ‘framesXXX.png’, where XXX is the frame number, starting from 0. If \texttt{convert} is NULL (the default) and the \texttt{magick} package is installed, it will be used to convert the frames to a GIF movie (or other format if supported). If \texttt{magick} is not installed or \texttt{convert} is TRUE, \texttt{movie3d} will attempt to use the external ImageMagick program to convert the frames to a movie. The newer magick executable is tried first, then convert if that fails. The type argument will be passed to ImageMagick to use as a file extension to choose the file type.

Finally, \texttt{convert} can be a template for a command to execute in the standard shell (wildcards are allowed). The template is converted to a command using \texttt{sprintf(convert, fps, frames, movie, type, duration, dir)}.

For example, \texttt{convert = TRUE} uses the template "magick -delay 1x%d %s*.png %s.%s". All work is done in the directory \texttt{dir}, so paths should not be needed in the command. (Note that \texttt{sprintf} does not require all arguments to be used, and supports formats that use them in an arbitrary order.)

The \texttt{top = TRUE} default is designed to work around an OpenGL limitation: in some implementations, \texttt{rgl.snapshot} will fail if the window is not topmost.

As of \texttt{rgl} version 0.94, the \texttt{dev} argument is not needed: the function \( f \) can specify its device, as \texttt{spin3d} does, for example. However, if \texttt{dev} is specified, it will be selected as the current device as each update is played.

As of \texttt{rgl} version 0.95.1476, \( f \) can include multiple values in a “subscene” component, and \texttt{par3d()} will be called for each of them.

Value

\texttt{play3d} is called for the side effect of its repeated calls to \( f \). It returns NULL invisibly.

\texttt{movie3d} is also normally called for the side effect of producing the output movie. It invisibly returns

Author(s)

Duncan Murdoch, based on code by Michael Friendly

See Also

\texttt{spin3d} and \texttt{par3dinterp} return functions suitable to use as \( f \). See \texttt{demo(flag)} for an example that modifies the scene in \( f \).
**Examples**

```r
open3d()
plot3d( cube3d(col = "green") )
M <- par3d("userMatrix")
if (!rgl.useNULL() && interactive())
  play3d( par3dinterp(times = (0:2)*0.5, userMatrix = list(M,
    rotate3d(M, pi/2, 1, 0, 0),
    rotate3d(M, pi/2, 0, 1, 0) ) ),
    duration = 2 )
## Not run:
movie3d( spin3d(), duration = 5 )
## End(Not run)
```

---

**playwidget**

*Add a widget to play animations*

**Description**

This is a widget that can be put in a web page to allow animations with or without Shiny.

**Usage**

```r
playwidget(sceneId, controls,
  start = 0, stop = Inf, interval = 0.05, rate = 1,
  components = c("Reverse", "Play", "Slower", "Faster",
    "Reset", "Slider", "Label"),
  loop = TRUE,
  step = 1, labels = NULL,
  precision = 3,
  elementId = NULL, respondTo = NULL,
  reinit = NULL,
  buttonLabels = components, pause = "Pause",
  height = 40,
  ...)
```

**Arguments**

- `sceneId` The HTML id of the RGL scene being controlled, or an object. See the Details below.
- `controls` A single `"rglControl"` object, e.g. `propertyControl`, or a list of several.
- `start`, `stop` The starting and stopping values of the animation. If labels is supplied stop will default to step through the labels.
- `interval` The requested interval (in seconds) between updates. Updates may occur at longer intervals.
rate
The number of units of “nominal” time per real world second.

components
Which components should be displayed? See Details below.

loop
When the player reaches the end of the interval, should it loop back to the beginning?

step
Step size in the slider.

labels
Optional labels to use, corresponding to slider steps. Set to NULL for auto-generated labels.

precision
If labels=NULL, the precision to use when displaying timer values.

elementId
The HTML id of the generated widget, containing buttons, slider, etc.

respondTo
The HTML ID of a Shiny input control (e.g. a sliderInput control) to respond to.

reinit
A vector of ids that will need re-initialization before being drawn again.

buttonLabels, pause
These are the labels that will be shown on the buttons if they are displayed. pause will be shown on the "Play" button while playing.

height
The height of the widget in pixels. In a pipe, this is a relative height.

... Additional arguments to pass to htmlwidgets::createWidget.

Details

The components are buttons to control the animation, a slider for manual control, and a label to show the current value. They will be displayed in the order given in components. Not all need be included.

The buttons have the following behaviour:

Reverse Reverse the direction.

Play Play the animation.

Slower Decrease the playing speed.

Faster Increase the playing speed.

Reset Stop the animation and reset to the start value.

If respondTo is used, no components are shown, as it is assumed Shiny (or whatever control is being referenced) will provide the UI components.

The sceneId component can be another playwidget, a rglwidget result, or a result of htmltools::tags or htmltools::tagList. This allows you to use a magrittr-style “pipe” command to join an rglwidget with one or more playwidgets. If a playwidget comes first, sceneId should be set to NA. If the rglwidget does not come first, previous values should be piped into its controllers argument. Other HTML code (including other widgets) can be used in the chain if wrapped in htmltools::tagList.

Each control should inherit from rglControl. They can have the following components in addition to any private ones:

labels default labels for the slider.

param values to include on the slider.

dependencies additional HTML dependencies to include, after the default rglwidgetClass.
Value

A widget suitable for use in an Rmarkdown-generated web page, or elsewhere.

Appearance

The appearance of the controls is set by the stylesheet in `system.file("htmlwidgets/lib/rglClass/rgl.css")`. The overall widget is of class `rglPlayer`, with id set according to `elementId`.

The buttons are of HTML class `rgl-button`, the slider is of class `rgl-slider`, and the label is of class `rgl-label`. Each element has an id prefixed by the widget id, e.g. `elementId-button-Reverse`, `elementId-slider`, etc. (where `elementId` should be replaced by the actual id).

The `reinit` parameter handles the case where an object needs re-initialization after each change. For example, plane objects may need this if their intersection with the bounding box changes shape. Note that re-initialization is generally incompatible with the `vertexControl` as it modifies values which are set during initialization.

Author(s)

Duncan Murdoch

See Also

`subsetControl`, `propertyControl`, `ageControl` and `vertexControl` are possible controls to use. `toggleWidget` is a wrapper for `playwidget` and `subsetControl` to insert a single button to toggle some elements in a display.

Examples

```r
saveopts <- options(rgl.useNULL = TRUE)

objid <- plot3d(1:10, 1:10, rnorm(10), col=c("red", "red"), type = "s")["data"]

control <- ageControl(value=0,
                      births=1:10,
                      ages = c(-5,0,5),
                      colors = c("green", "yellow", "red"),
                      objids = objid)

# This example uses explicit names
rglwidget(elementId = "theplot", controllers = "theplayer",
          height = 300, width = 300)
playwidget("theplot", control, start = -5, stop = 5,
           rate = 3, elementId = "theplayer",
           components = c("Play", "Slider"))

# This example uses pipes, and can skip the names
widget <- rglwidget(height = 300, width = 300) %>%
```
plot3d

3D scatterplot

Description

Draws a 3D scatterplot.

Usage

plot3d(x, ...)  
## Default S3 method:  
plot3d(x, y, z,  
xlab, ylab, zlab, type = "p",  
col, size, lwd, radius,  
add = FALSE, aspect = !add,  
xlim = NULL, ylim = NULL, zlim = NULL,  
forceClipregion = FALSE,  
decorate = !add, ...)  
## S3 method for class 'mesh3d'  
plot3d(x, xlab = "x", ylab = "y", zlab = "z", type = c("shade", "wire", "dots"),  
add = FALSE, aspect = !add, ...)

Arguments

x, y, z vectors of points to be plotted. Any reasonable way of defining the coordinates is acceptable. See the function `xyz.coords` for details.

xlab, ylab, zlab labels for the coordinates.

type For the default method, a single character indicating the type of item to plot. Supported types are: 'p' for points, 's' for spheres, 'l' for lines, 'h' for line segments from $z = 0$, and 'n' for nothing. For the mesh3d method, one of 'shade', 'wire', or 'dots'. Partial matching is used.

col the color to be used for plotted items.

size the size for plotted points.

lwd the line width for plotted items.

radius the radius of spheres: see Details below.

add whether to add the points to an existing plot.

aspect either a logical indicating whether to adjust the aspect ratio, or a new ratio.
plot3d

x1im, ylim, zlim
If not NULL, set clipping limits for the plot.

forceClipregion
Force a clipping region to be used, whether or not limits are given.

decorate
Whether to add bounding axes and other decorations.

... additional parameters which will be passed to par3d, material3d or decorate3d.

Details

plot3d is a partial 3D analogue of plot.default.

Missing values in the data are skipped, as in standard graphics.

If aspect is TRUE, aspect ratios of c(1, 1, 1) are passed to aspect3d. If FALSE, no aspect adjustment is done. In other cases, the value is passed to aspect3d.

With type = "s", spheres are drawn centered at the specified locations. The radius may be controlled by size (specifying the size relative to the plot display, with the default size = 3 giving a radius about 1/20 of the plot region) or radius (specifying it on the data scale if an isometric aspect ratio is chosen, or on an average scale if not).

Value

plot3d is called for the side effect of drawing the plot; a vector of object IDs is returned.

Clipping

If any of x1im, ylim or zlim are specified, they should be length two vectors giving lower and upper clipping limits for the corresponding coordinate. NA limits will be ignored.

If any clipping limits are given, then the data will be plotted in a newly created subscene within the current one; otherwise plotting will take place directly in the current subscene. This subscene is named “clipregion” in the results. This may affect the appearance of transparent objects if some are drawn in the plot3d call and others after, as RGL will not attempt to depth-sort objects if they are in different subscenes. It is best to draw all overlapping transparent objects in the same subscene. See the example in planes3d. It will also affect the use of clipplanes3d; clipping planes need to be in the same subscene as the objects being clipped.

Use forceClipregion = TRUE to force creation of this subscene even without specifying limits.

Author(s)

Duncan Murdoch

See Also

plot.default, open3d, par3d. There are plot3d.function and plot3d.deldir methods for plotting surfaces.
**Examples**

```r
open3d()
x <- sort(rnorm(1000))
y <- rnorm(1000)
z <- rnorm(1000) + atan2(x, y)
plot3d(x, y, z, col = rainbow(1000))
```

---

**Description**

These functions provide a simple formula-based interface to `plot3d` and `persp3d`.

**Usage**

```r
## S3 method for class 'formula'
plot3d(x, data = NULL, xlab, ylab, zlab, ...)
## S3 method for class 'formula'
persp3d(x, data = NULL, xlab, ylab, zlab, ...)
```

**Arguments**

- `x` A formula like `z ~ x + y`.
- `data` An optional dataframe or list in which to find the components of the formula.
- `xlab, ylab, zlab` Optional axis labels to override the ones automatically obtained from the formula.
- `...` Additional arguments to pass to the default `plot3d` method, or the `persp3d` method for "deldir" objects.

**Details**

Only simple formulas (the ones handled by the `xyz.coords` function) are supported: a single variable on the left hand side (which will be plotted on the Z axis), and a sum of two variables on the right hand side (which will be the X and Y axis variables in the plot.)

**Value**

These functions are called for the side effect of drawing the plots. The `plot3d` method draws a scatterplot. The `persp3d` method draws a surface plot.

Return values are as given by the `plot3d.default` method or the `persp3d.deldir` methods.

**Note**

The `persp3d` method requires that the suggested package `deldir` is installed.
Author(s)
Duncan Murdoch

Examples

open3d()
mfrow3d(1, 2, sharedMouse = TRUE)
plot3d(mpg ~ wt + qsec, data = mtcars)
if (checkDeldir())
  persp3d(mpg ~ wt + qsec, data = mtcars)

plot3d.lm Method for plotting simple linear fit

Description
This function provides several plots of the result of fitting a two-predictor model.

Usage

## S3 method for class 'lm'
plot3d(x,
  which = 1,
  plane.col = "gray", plane.alpha = 0.5,
  sharedMouse = TRUE,
  use_surface3d,
  do_grid = TRUE,
  grid.col = "black",
  grid.alpha = 1,
  grid.steps = 5,
  sub.steps = 4,
  vars = get_all_vars(terms(x), x$model),
  clip_to_density = 0,
  ...)

Arguments

  x An object inheriting from class "lm" obtained by fitting a two-predictor model.
  which Which plot to show? See Details below.
  plane.col, plane.alpha
  These parameters control the colour and transparency of a plane or surface.
  sharedMouse If multiple plots are requested, should they share mouse controls, so that they move in sync?
  use_surface3d Use the surface3d function to plot the surface rather than planes3d. This allows curved surfaces to be shown. The default is FALSE if the model looks like a simple 2 parameter linear fit, otherwise TRUE.
do_grid                  Plot a grid.
grid.col, grid.alpha, grid.steps               Characteristics of the grid.
sub.steps           If use_surface3d is TRUE, use an internal grid of grid.steps*sub.steps to
draw the surface. sub.steps > 1 allows curvature within facets. Similarly, if
do_grid is TRUE, it allows curvature within grid lines.
vars                     A dataframe containing the variables to plot in the first three columns, with the
                        response assumed to be in column 1. See the Note below.
clip_to_density   If positive, the surface, plane or grid will be clipped to a region with sufficient
                        data.
                        ... Other parameters to pass to the default plot3d method, to control the appearance
                        of aspects of the plot other than the plane.

Details

Three plots are possible, depending on the value(s) in which:

1. (default) Show the points and the fitted plane or surface.
2. Show the residuals and the plane at \( z = 0 \).
3. Show the predicted values on the fitted plane or surface.

If clip_to_density is positive, then the surface, plane or grid will be clipped to the region where a non-parametric density estimate (using \texttt{MASS::kde2d}) normalized to have a maximum value of 1, is greater than the given value. This will suppress parts of the plot that aren’t supported by the observed data.

Value

Called for the side effect of drawing one or more plots.

Invisibly returns a high-level vector of object ids. Names of object ids have the plot number (in drawing order) appended.

Note

The default value for the \texttt{vars} argument will handle simple linear models with a response and two predictors, and some models with functions of those two predictors. For models that fail (e.g. models using \texttt{poly}), you can include the observed values as in the third example below.

If clip_to_density > 0,

1. The clipping is approximate, so it may not agree perfectly between surfaces, planes and grids.
2. This option requires the suggested packages \texttt{MASS} and \texttt{interp}, and will be ignored with a warning if either is not installed.

Author(s)

Duncan Murdoch
Examples

open3d()
ids <- plot3d(lm(mpg ~ wt + qsec, data = mtcars), which = 1:3)
names(ids)

open3d()
plot3d(lm(mpg ~ wt + I(wt^2) + qsec, data = mtcars))

open3d()
# Specify vars in the order: response, pred1, pred2.
plot3d(lm(mpg ~ poly(wt, 3) + qsec, data = mtcars),
       vars = mtcars[, c("mpg", "wt", "qsec")])

open3d()
# Clip parts of the plot with few (wt, qsec) points
plot3d(lm(mpg ~ poly(wt, 3) + qsec, data = mtcars),
       vars = mtcars[, c("mpg", "wt", "qsec")],
       clip_to_density = 0.1)

plotmath3d

Description

To plot mathematical text, this function uses base graphics functions to plot it to a `.png` file, then uses that file as a texture in a sprite.

Usage

`plotmath3d(x, y = NULL, z = NULL, text, cex = par("cex"),
adj = 0.5, pos = NULL, offset = 0.5,
fixedSize = TRUE, startsize = 480, initCex = 5,
margin = "", floating = FALSE, tag = "", ...)`

Arguments

- `x`, `y`, `z`: coordinates. Any reasonable way of defining the coordinates is acceptable. See the function `xyz.coords` for details.
- `text`: A character vector or expression. See `plotmath` for how expressions are interpreted.
- `cex`: Character size expansion.
- `adj`: one value specifying the horizontal adjustment, or two, specifying horizontal and vertical adjustment respectively, or three, for depth as well.
- `pos, offset`: alternate way to specify `adj`; see `text3d`
- `fixedSize`: Should the resulting sprite behave like the default ones, and resize with the scene, or like text, and stay at a fixed size?
startsize, initCex
These parameters are unlikely to be needed by users. startsize is an overestimate of the size (in pixels) of the largest expression. Increase this if large expressions are cut off. initCex is the size of text used to form the bitmap. Increase this if letters look too blurry at the desired size.

margin, floating, tag
material3d properties.
...
Additional arguments to pass to text when drawing the text.

Value
Called for the side effect of displaying the sprites. The shape ID of the displayed object is returned.

Note
The text3d function passes calls to this function if its usePlotmath argument is TRUE. This is the default value if its texts argument looks like an expression.

Author(s)
Duncan Murdoch

See Also
text3d

Examples

open3d()
# This lets the text resize with the plot
text3d(4, 4, 4, "resizeable text", usePlotmath = TRUE, fixedSize = FALSE)

---

polygon3d  Draw a polygon in three dimensions

Description
This function takes a description of a flat polygon in x, y and z coordinates, and draws it in three dimensions.

Usage

polygon3d(x, y = NULL, z = NULL, fill = TRUE, plot = TRUE, coords, random = TRUE, ...)

Arguments

`x, y, z` Vertices of the polygon in a form accepted by `xyz.coords`.

`fill` logical; should the polygon be filled?

`plot` logical; should the polygon be displayed?

`coords` Which two coordinates (`x = 1, y = 2, z = 3`) describe the polygon. If missing, `triangulate` makes an automatic choice.

`random` Should a random triangulation be used?

... Other parameters to pass to `lines3d` or `shade3d` if `plot = TRUE`.

Details

The function triangulates the two dimensional polygon described by `coords`, then applies the triangulation to all three coordinates. No check is made that the polygon is actually all in one plane, but the results may be somewhat unpredictable (especially if `random = TRUE`) if it is not.

Polygons need not be simple; use NA to indicate separate closed pieces. For `fill = FALSE` there are no other restrictions on the pieces, but for `fill = TRUE` the resulting two-dimensional polygon needs to be one that `triangulate` can handle.

Value

If `plot = TRUE`, the id number of the lines (for `fill = FALSE`) or triangles (for `fill = TRUE`) that have been plotted.

If `plot = FALSE`, then for `fill = FALSE`, a vector of indices into the XYZ matrix that could be used to draw the polygon. For `fill = TRUE`, a triangular mesh object representing the triangulation.

Author(s)

Duncan Murdoch

See Also

`extrude3d` for a solid extrusion of a polygon, `triangulate` for the triangulation.

Examples

```r
theta <- seq(0, 4*pi, length.out = 50)
r <- theta + 1
r <- c(r[-50], rev(theta*0.8) + 1)
theta <- c(theta[-50], rev(theta))
x <- r*cos(theta)
y <- r*sin(theta)
open3d()
plot(x, y, type = "n")
polygon(x, y)
polygon3d(x, y, x + y, col = "blue")
```
primitives

Add primitive shape

Description

Adds a shape node to the current scene.

Usage

points3d(x, y = NULL, z = NULL, ...)  
lines3d(x, y = NULL, z = NULL, ...)  
segments3d(x, y = NULL, z = NULL, ...)  
triangles3d(x, y = NULL, z = NULL, ...)  
quads3d(x, y = NULL, z = NULL, ...)

Arguments

x, y, z  
coordinates. Any reasonable way of defining the coordinates is acceptable. See the function xyz.coords for details.

...  
Material properties (see material3d), normals, texcoords or indices; see details below.

Details

The functions points3d, lines3d, segments3d, triangles3d and quads3d add points, joined lines, line segments, filled triangles or quadrilaterals to the plots. They correspond to the OpenGL types GL_POINTS, GL_LINE_STRIP, GL_LINES, GL_TRIANGLES and GL_QUADS respectively.

Points are taken in pairs by segments3d, triplets as the vertices of the triangles, and quadruplets for the quadrilaterals. Colors are applied vertex by vertex: if different at each end of a line segment, or each vertex of a polygon, the colors are blended over the extent of the object. Polygons must be non-degenerate and quadrilaterals must be entirely in one plane and convex, or the results are undefined.

The appearance of the new objects are defined by the material properties. See material3d for details.

For triangles and quads, the normals at each vertex may be specified using normals. These may be given in any way that would be acceptable as a single argument to xyz.coords. These need not match the actual normals to the polygon: curved surfaces can be simulated by using other choices of normals.

Texture coordinates may also be specified. These may be given in any way that would be acceptable as a single argument to xy.coords, and are interpreted in terms of the bitmap specified as the material texture, with (0, 0) at the lower left, (1, 1) at the upper right. The texture is used to modulate the color of the polygon.

All of these functions support an argument called indices, which allows vertices (and other attributes) to be re-used, as they are in objects created by mesh3d and related functions. This is
intended to be used on smooth surfaces, where each shared vertex has just one value for normals, colors and texture coordinates.

For shapes with flat-looking faces (e.g. polyhedra like cube3d), the vertices must be duplicated to be rendered properly.

Value

Each function returns the integer object ID of the shape that was added to the scene. These can be passed to pop3d to remove the object from the scene.

Author(s)

Ming Chen and Duncan Murdoch

Examples

# Show 12 random vertices in various ways.

M <- matrix(rnorm(36), 3, 12, dimnames = list(c('x', 'y', 'z'),
rep(LETTERS[1:4], 3)))

# Force 4-tuples to be convex in planes so that quads3d works.

for (i in c(1, 5, 9)) {
  quad <- as.data.frame(M[, i + 0:3])
  coeffs <- runif(2, 0, 3)
  if (mean(coeffs) < 1) coeffs <- coeffs + 1 - mean(coeffs)
  quad$C <- with(quad, coeffs[1]*(B - A) + coeffs[2]*(D - A) + A)
  M[, i + 0:3] <- as.matrix(quad)
}

open3d()

# Rows of M are x, y, z coords; transpose to plot

M <- t(M)
shift <- matrix(c(-3, 3, 0), 12, 3, byrow = TRUE)

points3d(M)
lines3d(M + shift)
segments3d(M + 2*shift)
triangles3d(M + 3*shift, col = 'red')
quads3d(M + 4*shift, col = 'green')
text3d(M + 5*shift, texts = 1:12)

# Add labels

shift <- outer(0:5, shift[, 1])
shift[, 1] <- shift[, 1] + 3
text3d(shift,
texts = c('points3d', 'lines3d', 'segments3d',
'triangles3d', 'quads3d', 'text3d'),
...
Description

These are setter functions to produce actions in a Shiny app, or in an animation.

Usage

```r
subsetControl(value = 1, subsets, subscenes = NULL,
               fullset = Reduce(union, subsets),
               accumulate = FALSE)
propertyControl(value = 0, entries, properties,
                 objids = tagged3d(tags), tags, values = NULL,
                 param = seq_len(NROW(values)) - 1, interp = TRUE)
```

Arguments

- **value**: The value to use for input (typically `input$value` in a Shiny app.)
- **subsets**: A list of vectors of object identifiers; the value will choose among them.
- **fullset**: Objects in the subscene which are not in fullset will not be touched.
- **subscenes**: The subscenes to be controlled. If NULL, the root subscene.
- **accumulate**: If TRUE, the subsets will accumulate (by union) as the value increases.
- **entries, properties, objids**: Which properties to set.
- **tags**: Select objects with matching tags. Ignored if objids is specified.
- **values**: Values to set.
- **param**: Parameter values corresponding to the rows of value
- **interp**: Whether to use linear interpolation between param values

Details

`subsetControl` produces data for `playwidget` to display subsets of the object in one or more sub-scenes. This code will not touch objects in the subscenes if they are not in fullset. fullset defaults to the union of all the object ids mentioned in subsets, so by default if an id is not mentioned in one of the subsets, it will not be controlled by the slider. If value is specified in R code, it will be a 1-based index into the subsets list; when specified internally in Javascript, 0-based indexing into the corresponding array will be used.

`propertyControl` sets individual properties. Here the row of values is determined by the position of value in param.
Value

These functions return controller data in a list of class "rglControl".

Author(s)

Duncan Murdoch

See Also

subsetSetter for a way to embed a pure Javascript control, and playwidget for a way to use these in animations (including Shiny), rglShared for linking using the crosstalk package.

r3d

Generic 3D interface

Description

Generic 3D interface for 3D rendering and computational geometry.

Details

R3d is a design for an interface for 3d rendering and computation without dependency on a specific rendering implementation. R3d includes a collection of 3D objects and geometry algorithms. All r3d interface functions are named *3d. They represent generic functions that delegate to implementation functions.

The interface can be grouped into 8 categories: Scene Management, Primitive Shapes, High-level Shapes, Geometry Objects, Visualization, Interaction, Transformation, Subdivision.

The rendering interface gives an abstraction to the underlying rendering model. It can be grouped into four categories:

Scene Management: A 3D scene consists of shapes, lights and background environment.

Primitive Shapes: Generic primitive 3D graphics shapes such as points, lines, triangles, quadrangles and texts.

High-level Shapes: Generic high-level 3D graphics shapes such as spheres, sprites and terrain.

Interaction: Generic interface to select points in 3D space using the pointer device.

In this package we include an implementation of r3d using the underlying rgl.* functions. 3D computation is supported through the use of object structures that live entirely in R.

Geometry Objects: Geometry and mesh objects allow to define high-level geometry for computational purpose such as triangle or quadrangle meshes (see mesh3d).

Transformation: Generic interface to transform 3d objects.

Visualization: Generic rendering of 3d objects such as dotted, wired or shaded.

Computation: Generic subdivision of 3d objects.
At present, the main practical differences between the r3d functions and the rgl.* functions are as follows.

The r3d functions call open3d if there is no device open, and the rgl.* functions call rgl.open. By default open3d sets the initial orientation of the coordinate system in 'world coordinates', i.e. a right-handed coordinate system in which the x-axis increases from left to right, the y-axis increases with depth into the scene, and the z-axis increases from bottom to top of the screen. rgl.* functions, on the other hand, use a right-handed coordinate system similar to that used in OpenGL. The x-axis matches that of r3d, but the y-axis increases from bottom to top, and the z-axis decreases with depth into the scene. Since the user can manipulate the scene, either system can be rotated into the other one.

The r3d functions also preserve the rgl.material setting across calls (except for texture elements, in the current implementation), whereas the deprecated rgl.* functions leave it as set by the last call.

The example code below illustrates the two coordinate systems.

See Also

points3d, lines3d, segments3d, triangles3d, quads3d, text3d, spheres3d, sprites3d, terrain3d, select3d, dot3d, wire3d, shade3d, transform3d, rotate3d, subdivision3d, mesh3d, cube3d, rgl

Examples

```r
x <- c(0, 1, 0, 0)
y <- c(0, 0, 1, 0)
z <- c(0, 0, 0, 1)
labels <- c("Origin", "X", "Y", "Z")
i <- c(1, 2, 1, 3, 1, 4)

# *3d interface
open3d()

text3d(x, y, z, labels)

text3d(1, 1, 1, "*3d coordinates")

segments3d(x[i], y[i], z[i])
```

---

**readSTL**

*Read and write STL (stereolithography) format files*

**Description**

These functions read and write STL files. This is a simple file format that is commonly used in 3D printing. It does not represent text, only triangles. The writeSTL function converts some RGL object types to triangles.
readSTL

Usage

readSTL(con, ascii = FALSE, plot = TRUE, ...)
writeSTL(con, ascii = FALSE,
    pointRadius = 0.005,
    pointShape = icosahedron3d(),
    lineRadius = pointRadius,
    lineSides = 20,
    ids = tagged3d(tags),
    tags = NULL)

Arguments

con          A connection or filename.
ascii        Whether to use the ASCII format or the binary format.
plot         On reading, should the object be plotted?
...          If plotting, other parameters to pass to triangles3d
pointRadius, lineRadius
    The radius of points and lines relative to the overall scale of the figure.
pointShape   A mesh shape to use for points. It is scaled by the pointRadius.
lineSides    Lines are rendered as cylinders with this many sides.
ids          The identifiers (from ids3d) of the objects to write. If NULL, try to write every-
    thing.
tags         Alternate way to specify ids. Ignored if ids is given.

Details

The current implementation is limited. For reading, it ignores normals and color information. For
writing, it only outputs triangles, quads, planes, spheres, points, line segments, line strips and sur-
faces, and does not write color information. Lines and points are rendered in an isometric scale: if
your data scales vary, they will look strange.

Since the STL format only allows one object per file, all RGL objects are combined into a single
object when output.

The output file is readable by Blender and Meshlab; the latter can write in a number of other formats,
including U3D, suitable for import into a PDF document.

Value

readSTL invisibly returns the object id if plot = TRUE, or (visibly) a matrix of vertices of the trian-
gles if not.
writeSTL invisibly returns the name of the connection to which the data was written.

Author(s)

Duncan Murdoch
rgl.attrib

References

The file format was found on Wikipedia on October 25, 2012. I learned about the STL file format from David Smith’s blog reporting on Ian Walker’s r2stl function.

See Also

scene3d saves a copy of a scene to an R variable; rglwidget, writeASY, writePLY, writeOBJ and writeSTL write the scene to a file in various other formats.

Examples

filename <- tempfile(fileext = ".stl")
open3d()
shade3d( icosahedron3d(col = "magenta") )
writeSTL(filename)
open3d()
readSTL(filename, col = "red")

rgl.attrib

Get information about shapes

Description

Retrieves information about the shapes in a scene.

Usage

rgl.attrib(id, attrib, first = 1,
last = rgl.attrib.count(id, attrib))

Arguments

id  A shape identifier, as returned by ids3d.
first, last  Specify these to retrieve only those rows of the result.

Details

If the identifier is not found or is not a shape that has the given attribute, zero will be returned by rgl.attrib.count, and an empty matrix will be returned by rgl.attrib.

The first four attrib names correspond to the usual OpenGL properties; "dim" is used just for surfaces, defining the rows and columns in the rectangular grid; "cex", "adj", "family", "font" and "pos" apply only to text objects.
Value

rgl.attrib returns the values of the attribute. Attributes are mostly real-valued, with the following sizes:

```
"vertices" 3 values  x, y, z
"normals" 3 values  x, y, z
"centers" 3 values  x, y, z
"colors" 4 values  r, g, b, a
"texcoords" 2 values  s, t
"dim" 2 values  r, c
"cex" 1 value  cex
"adj" 2 values  x, y
"radii" 1 value  r
"ids" 1 value  id
"usermatrix" 4 values  x, y, z, w
"texts" 1 value  text
"types" 1 value  type
"flags" 1 value  flag
"family" 1 value  family
"font" 1 value  font
"pos" 1 value  pos
```

The "texts", "types" and "family" attributes are character-valued; the "flags" attribute is logical-valued, with named rows.

These are returned as matrices with the row count equal to the count for the attribute, and the columns as listed above.

Author(s)

Duncan Murdoch

See Also

ids3d, rgl.attrib.info

Examples

```r
p <- plot3d(rnorm(100), rnorm(100), rnorm(100), type = "s", col = "red")
rgl.attrib(p["data"], "vertices", last = 10)
```
Description

These functions give information about the attributes of RGL objects. `rgl.attrib.info` is the more “user-friendly” function; `rgl.attrib.count` is a lower-level function more likely to be used in programming.

Usage

```r
rgl.attrib.info(id = ids3d("all", 0)$id, attribs = NULL, showAll = FALSE)
rgl.attrib.count(id, attrib)
```

Arguments

- `id`: One or more RGL object ids.
- `attribs`: A character vector of one or more attribute names.
- `showAll`: Should attributes with zero entries be shown?
- `attrib`: A single attribute name.

Details

See the first example below to get the full list of attribute names.

Value

A dataframe containing the following columns:

- `id`: The id of the object.
- `attrib`: The full name of the attribute.
- `nrow, ncol`: The size of matrix that would be returned by `rgl.attrib` for this attribute.

Author(s)

Duncan Murdoch

See Also

- `rgl.attrib` to obtain the attribute values.

Examples

```r
open3d()
id <- points3d(rnorm(100), rnorm(100), rnorm(100), col = "green")
rgl.attrib.info(id, showAll = TRUE)
rgl.attrib.count(id, "vertices")
merge(rgl.attrib.info(), ids3d("all"))
```
rgl.bringtotop Assign focus to an RGL window

Description

'rgl.bringtotop' brings the current RGL window to the front of the window stack (and gives it focus).

Usage

rgl.bringtotop(stay = FALSE)

Arguments

stay whether to make the window stay on top.

Details

If stay is TRUE, then the window will stay on top of normal windows.

Note

not completely implemented for X11 graphics (stay not implemented; window managers such as KDE may block this action (set "Focus stealing prevention level" to None in Control Center/Window Behavior/Advanced)). Not currently implemented under OS/X.

Author(s)

Ming Chen/Duncan Murdoch

Examples

open3d()
points3d(rnorm(1000), rnorm(1000), rnorm(1000), color = heat.colors(1000))
rgl.bringtotop(stay = TRUE)

rgl.getAxisCallback Get user-defined axis labelling callbacks.

Description

This function gets a user-defined axis labelling callback in R.

Usage

rgl.getAxisCallback(axis, dev = cur3d(), subscene = currentSubscene3d(dev))
rgl.init

Initializing RGL

Description

Initializing the RGL system.

Usage

rgl.init(initValue = 0, onlyNULL = FALSE,
         debug = getOption("rgl.debug", FALSE))

Arguments

initValue    value for internal use only
onlyNULL     only initialize the null (no display) device
debug       enable some debugging messages

Details

If useNULL is TRUE, RGL will use a “null” device. This device records objects as they are plotted, but displays nothing. It is intended for use with rglwidget and similar functions.

Currently debug only controls messages printed by the OpenGL library during initialization. In future debug = TRUE may become more verbose.

For display within an OpenGL window in R, RGL requires the OpenGL system to be installed and available. If there is a problem initializing it, you may see the message 'rgl.init' failed, running with 'rgl.useNULL = TRUE'. There are several causes and remedies:

- On any system, the OpenGL libraries need to be present for RGL to be able to start an OpenGL device.
– On macOS, you need to install XQuartz. It is available from [https://www.xquartz.org](https://www.xquartz.org).
– On Linux, you need to install Mesa 3D. One of these commands may work, depending on your system:
    zypper source-install --build-deps-only Mesa # openSUSE/SLED/SLES
    yum-builddep mesa # yum Fedora, OpenSuse(?)
    dnf builddep mesa # dnf Fedora
    apt-get build-dep mesa # Debian, Ubuntu and related

– Windows should have OpenGL installed by default.

• On Unix-alike systems (macOS and Linux, for example), RGL normally uses the GLX system for creating displays. If the graphic is created on a remote machine, it may need to use “Indirect GLX” (IGLX). Due to security concerns, this is often disabled by default. See [https://www.x.org/wiki/Development/Security/Advisory-2014-12-09/](https://www.x.org/wiki/Development/Security/Advisory-2014-12-09/) for a discussion of the security issues, and [https://unix.stackexchange.com/q/317954](https://unix.stackexchange.com/q/317954) for ways to re-enable IGLX.

• The [https://www.virtualgl.org](https://www.virtualgl.org) project is intended to be a way to avoid IGLX, by rendering remotely and sending bitmaps to the local machine. It’s not a simple install...

• If you don’t need to see RGL displays on screen, you can use the “NULL device”. See `rgl.useNULL`.

• If you can’t build the `rgl` package with OpenGL support, you can disable it and use the NULL device. (This may happen automatically during configuration, but you’ll get a tested result if you specify it explicitly.) See the instructions in the ‘README’ file in the source tarball.

Value

Normally the user doesn’t call `rgl.init` at all: it is called when the package is loaded. It returns no useful value.

---

**rgl.pixels**

*Extract pixel information from window*

**Description**

This function extracts single components of the pixel information from the topmost window.

**Usage**

```r
rgl.pixels(component = c("red", "green", "blue"),
            viewport = par3d("viewport"), top = TRUE)
```

**Arguments**

<table>
<thead>
<tr>
<th>Argument</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>component</code></td>
<td>Which component(s)?</td>
</tr>
<tr>
<td><code>viewport</code></td>
<td>Lower left corner and size of desired region.</td>
</tr>
<tr>
<td><code>top</code></td>
<td>Whether to bring window to top before reading.</td>
</tr>
</tbody>
</table>
Details

The possible components are "red", "green", "blue", "alpha", "depth", and "luminance" (the sum of the three colors). All are scaled from 0 to 1.

Note that the luminance is kept below 1 by truncating the sum; this is the definition used for the GL_LUMINANCE component in OpenGL.

Value

A vector, matrix or array containing the desired components. If one component is requested, a vector or matrix will be returned depending on the size of block requested (length 1 dimensions are dropped); if more, an array, whose last dimension is the list of components.

Author(s)

Duncan Murdoch

See Also

rgl.snapshot to write a copy to a file, demo("stereo") for functions that make use of this to draw a random dot stereogram and an anaglyph.

Examples

example(surface3d)
depth <- rgl.pixels(component = "depth")
if (length(depth) && is.matrix(depth)) # Protect against empty or single pixel windows
  contour(depth)

rgl.postscript

Export vector graphics

Description

Saves the screenshot to a file in PostScript or other vector graphics format.

Usage

rgl.postscript( filename = "", fmt = "eps", drawText = TRUE )

Arguments

filename full path to filename.
fmt export format, currently supported: ps, eps, tex, pdf, svg, pgf
drawText logical, whether to draw text
Details

Animations can be created in a loop modifying the scene and saving a screenshot to a file. (See example below)

This function is a wrapper for the GL2PS library by Christophe Geuzaine, and has the same limitations as that library: not all OpenGL features are supported, and some are only supported in some formats. See the reference for full details.

Author(s)

Christophe Geuzaine / Albrecht Gebhardt

References


See Also

view3d, snapshot3d

Examples

# Create new files in tempdir
savedir <- setwd(tempdir())

x <- y <- seq(-10, 10, length.out = 20)
z <- outer(x, y, function(x, y) x^2 + y^2)
persp3d(x, y, z, col = 'lightblue')

title3d("Using LaTeX text", col = 'red', line = 3)
rgl.postscript("persp3da.ps", "ps", drawText = FALSE)
rgl.postscript("persp3da.pdf", "pdf", drawText = FALSE)
rgl.postscript("persp3da.tex", "tex")

pop3d()
title3d("Using ps/pdf text", col = 'red', line = 3)
rgl.postscript("persp3db.ps", "ps")
rgl.postscript("persp3db.pdf", "pdf")
rgl.postscript("persp3db.tex", "tex", drawText = FALSE)

setwd(savedir)

## Not run:
#
# create a series of frames for an animation
#
open3d()
shade3d(oh3d(), color = "red")
view3d(0, 20)
for (i in 1:45) {
    view3d(i, 20)
    filename <- paste("pic", formatC(i, digits = 1, flag = "0"), ".eps", sep = "")
    rgl.postscript(filename, fmt = "eps")
}

## End(Not run)

---

### rgl.select

**Switch to select mode, and return the mouse position selected**

#### Description

 Mostly for internal use, this function temporarily installs a handler on a button of the mouse that will return the mouse coordinates of one click and drag rectangle.

#### Usage

```r
gl.select(button = c("left", "middle", "right"),
          dev = cur3d(), subscene = currentSubscene3d(dev))
```

#### Arguments

- **button**  
  Which button to use?
- **dev, subscene**  
  The RGL device and subscene to work with

#### Value

A vector of four coordinates: the X and Y coordinates of the start and end of the dragged rectangle.

#### Author(s)

Duncan Murdoch

#### See Also

- `select3d`, a version that allows the selection region to be used to select points in the scene.
Description

As of R 2.13.0, it is possible to include RGL graphics into a Sweave document. These functions support that integration.

Usage

Sweave.snapshot()

rgl.Sweave(name, width, height, options, ...)

rgl.Sweave.off()

Arguments

name, width, height, options, ...

These arguments are passed by Sweave to rgl.Sweave when it opens the device.

Details

The rgl.Sweave function is not normally called by the user. The user specifies it as the graphics driver when opening the code chunk, e.g. by using

<<fig = TRUE, pdf = FALSE, grdevice = rgl.Sweave, resolution = 100>>=

When the RGL device is closed at the end of the code chunk, rgl.Sweave.off() will be called automatically. It will save a snapshot of the last image (by default in ‘.png’ format) for inclusion in the Sweave document and (by default) close the device. Alternatively, the Sweave.snapshot() function can be called to save the image before the end of the chunk. Only one snapshot will be taken per chunk.

Several chunk options are used by the rgl.Sweave device:

stayopen (default FALSE). If TRUE then the RGL device will not be closed at the end of the chunk, instead a call to Sweave.snapshot() will be used if it has not been called explicitly. Subsequent chunks can add to the scene.

outputtype (default png). The output may be specified as outputtype = pdf or outputtype = eps instead, in which case the rgl.postscript function will be used to write output in the specified format. Note that rgl.postscript has limitations and does not always render scenes correctly.

delay (default 0.1). After creating the display window, Sys.sleep will be called to delay this many seconds, to allow the display system to initialize. This is needed in X11 systems which open the display asynchronously. If the default time is too short, rgl.Sweave may falsely report that the window is too large to open.

Value

These functions are called for their side effects.
Note

We recommend turning off all other graphics drivers in a chunk that uses `grdevice = rgl.Sweave`. The RGL functions do not write to a standard graphics device.

Note

The `rgl` package relies on your graphics hardware to render OpenGL scenes, and the default `.png` output copies a bitmap from the hardware device. All such devices have limitations on the size of the bitmap, but they do not always signal these limitations in a way that RGL will detect. If you find that images are not being produced properly, try reducing the size using the `resolution`, `width` or `height` chunk options.

Author(s)

Duncan Murdoch

See Also

`RweaveLatex` for a description of alternate graphics drivers in Sweave, and standard options that can be used in code chunks.

`hook_rgl` and `hook_webgl` allow fixed or interactive RGL scenes to be embedded in `knitr` documents.

---

**rgl.useNULL**

*Report default use of null device*

Description

This function checks the "rgl.useNULL" option if present, or the RGL_USE_NULL environment variable if it is not. If the value is `TRUE` or a string which matches "yes" or "true" in a case-insensitive test, `TRUE` is returned.

Usage

`rgl.useNULL()`

Value

A logical value indicating the current default for use of the null device.

Note

This function is checked by the initialization code when the `rgl` package is loaded. Thus if you want to run RGL on a system where there is no graphics support, you should run `options(rgl.useNULL = TRUE)` or set the environment variable RGL_USE_NULL=TRUE *before* calling `library(rgl)` (or other code that loads `rgl`), and it will not fail in its attempt at initialization.
rgl.user2window

Author(s)
Duncan Murdoch

See Also
open3d and rgl.open.

Examples
rgl.useNULL()

rgl.user2window Convert between RGL user and window coordinates

Description
This function converts from 3-dimensional user coordinates to 3-dimensional window coordinates.

Usage
rgl.user2window(x, y = NULL, z = NULL, projection = rgl.projection())
rgl.window2user(x, y = NULL, z = 0, projection = rgl.projection())
rgl.projection(dev = cur3d(), subscene = currentSubscene3d(dev))

Arguments
x, y, z Input coordinates. Any reasonable way of defining the coordinates is acceptable. See the function xyz.coords for details.
projection The RGL projection to use
dev, subscene The RGL device and subscene to work with

Details
These functions convert between user coordinates and window coordinates.
Window coordinates run from 0 to 1 in X, Y, and Z. X runs from 0 on the left to 1 on the right; Y runs from 0 at the bottom to 1 at the top; Z runs from 0 foremost to 1 in the background. RGL does not currently display vertices plotted outside of this range, but in normal circumstances will automatically resize the display to show them. In the example below this has been suppressed.

Value
The coordinate conversion functions produce a matrix with columns corresponding to the X, Y, and Z coordinates.
rgl.projection() returns a list containing the following components:
model the modelview matrix

projection the projection matrix
viewport the viewport vector

See par3d for more details.

Author(s)
Ming Chen / Duncan Murdoch

See Also
select3d

Examples

open3d()
points3d(rnorm(100), rnorm(100), rnorm(100))
if (interactive() || !.Platform$OS == "unix") {
  # Calculate a square in the middle of the display and plot it
  square <- rgl.window2user(c(0.25, 0.25, 0.75, 0.75, 0.25),
                           c(0.25, 0.75, 0.75, 0.25, 0.25), 0.5)
  par3d(ignoreExtent = TRUE)
  lines3d(square)
  par3d(ignoreExtent = FALSE)
}

rglExtrafonts

rglExtrafonts Register extra fonts

Description
This function uses the extrafont package to help register system fonts for use with FreeType in rgl.

Usage

rglExtrafonts(..., quiet = TRUE)

Arguments

... Vectors of fonts to try. See the Details.
quiet Whether to print information on progress.
Details

The `extrafont` package collects information on installed fonts from the system. When you first install `extrafont`, or after new fonts have been installed on your system, run `extrafont::font_import()` to build its database of system fonts.

Fonts can be installed in `rgl` using `rglExtrafonts(rglname = familyname)` or `rglExtrafonts(familyname)`. In this call `familyname` is a vector of family names to look for in the `extrafont` database using `extrafont::choose_font(familyname)`; the first one found will be registered with `rgl`. The optional name `rglname` will also be usable to refer to the font family.

If none of the given family names is found, no change will be made to the registered fonts in `rgl`.

During startup, `rgl` detects whether `extrafont` is installed, and if so runs

```r
grlExtrafonts(sans = c("Helvetica", "Arial"),
             serif = c("Times", "Times New Roman"),
             mono = c("Courier", "Courier New"))
```

to attempt to set up the default fonts.

Fonts found by `extrafont` can also be used in some other graphics devices besides `rgl`; see the `extrafont` documentation for details.

Value

Invisibly returns a vector giving the `rgl` name and the family name for the newly installed font.

Note

Each font in a display needs a unique `rgl` name; if the associated font for a given name is changed, all previously plotted text will also change.

Currently `rglwidget` displays will not respect the new definitions.

Author(s)

Duncan Murdoch

See Also

`text3d`, `rglFonts`

Examples

```r
if (requireNamespace("extrafont") && !in_pkgdown_example()) {

  open3d()
  text3d(1,1,1, "Default", family = "sans", cex = 2)

  # Attempt to register new sans-serif font:
  newfamily <- rglExtrafonts(newsans = c("Comic Sans MS", "Impact",
                                       "Verdana", "Tahoma"))

  text3d(2,2,2, newfamily, family = "newsans", cex = 2)
}
```
Specify FreeType fonts for use in \texttt{rgl} graphics.

Usage

\texttt{rglFonts(...)}

Arguments

... Device dependent font definitions for use with FreeType.

Details

FreeType fonts are specified using the \texttt{rglFonts} function. This function takes a vector of four filenames of TrueType font files which will be used for the four styles regular, bold, italic and bold italic. The vector is passed with a name to be used as the family name, e.g. \texttt{rglFonts(sans = c("/path/to/FreeSans.ttf", ...))}. In order to limit the file size, the \texttt{rgl} package ships with just 3 font files, for regular versions of the \texttt{serif}, \texttt{sans} and \texttt{mono} families. Additional free font files were available in the past from the Amaya project, though currently the \texttt{rglExtrafonts} function provides an easier way to register new fonts.

On Windows the system fonts are acceptable and are used when \texttt{useFreeType = FALSE} (the current default in \texttt{r3dDefaults}). Mappings to family names are controlled by the \texttt{grDevices::windowsFonts()} function.

Full pathnames should normally be used to specify font files. If relative paths are used, they are interpreted differently by platform. Currently Windows fonts are looked for in the Windows fonts folder, while other platforms use the current working directory.

If FreeType fonts are not used, then bitmapped fonts will be used instead. On Windows these will be based on the fonts specified using the \texttt{windowsFonts} function, and are resizable. Other platforms will use the default bitmapped font which is not resizable.

Bitmapped fonts have a limited number of characters supported; if any unsupported characters are used, an error will be thrown.

Value

the current set of font definitions.

See Also

\texttt{text3d}
## Examples

```r
## Not run:
# These FreeType fonts are available from the Amaya project, and are not shipped
# with rgl. You would normally install them to the rgl/fonts directory
# and use fully qualified pathnames, e.g.
# system.file("fonts/FreeSerif.ttf", package = "rgl")

glfFonts(serif = c("FreeSerif.ttf", "FreeSerifBold.ttf", "FreeSerifItalic.ttf",
                   "FreeSerifBoldItalic.ttf"),
       sans = c("FreeSans.ttf", "FreeSansBold.ttf", "FreeSansOblique.ttf",
                "FreeSansBoldOblique.ttf"),
       mono = c("FreeMono.ttf", "FreeMonoBold.ttf", "FreeMonoOblique.ttf",
                 "FreeMonoBoldOblique.ttf"),
       symbol = c("ESSTIX10.TTF", "ESSTIX12.TTF", "ESSTIX9_.TTF",
                  "ESSTIX11.TTF"))

## End(Not run)
```

---

### rglIds

**RGL id values**

---

### Description

All objects in an RGL scene have a numerical id. These ids are normally stored in vectors of class `c("rglIds", "numeric")`, which will also have class "rglHighlevel" or "rglLowlevel" depending on whether a high level function like `plot3d` or `persp3d`, or a low level function created the objects.

### Usage

```r
glId(ids = integer())
lowlevel(ids = integer())
highlevel(ids = integer())
## S3 method for class 'rglId'
print(x,
       rglwidget = getOption("rgl.printRglwidget", FALSE),
       ...)```

### Arguments

- **ids**: A vector of object ids.
- **x**: An "rglId" object to print.
- **rglwidget**: Whether to create and print an RGL widget. If false, nothing is printed.
- **...**: Other arguments which will be passed to `rglwidget` if it is used.
rglMouse

Details

These functions and classes are intended to allow RGL scenes to be automatically displayed in R Markdown documents. See setupKnitr for details on enabling auto-printing.

Note that all objects in the current scene will be printed by default, not just the ids in x. (One reason for this is that lights are also objects: printing objects without lights would rarely make sense.)

Value

Objects of class "rglId", c("rglHighlevel", "rglId", "numeric") or c("rglLowlevel", "rglId", "numeric") for rglId, lowlevel or highlevel respectively.

Author(s)

Duncan Murdoch

Examples

x <- matrix(rnorm(30), ncol = 3, dimnames = list(NULL, c("x", "y", "z")))
p <- plot3d(x, type = "s")
str(p)
if (interactive() || in_pkgdown_example())
  print(p, rglwidget = TRUE)

rglMouse

Generate HTML code to select mouse mode

Description

This generates an HTML select element to choose among the mouse modes supported by rglwidget.

Usage

rglMouse(sceneId,
  choices = c("trackball", "selecting",
               "xAxis", "yAxis", "zAxis",
               "polar", "zoom", "fov",
               "none"),
  labels = choices,
  button = 1,
  dev = cur3d(),
  subscene = currentSubscene3d(dev),
  default = par3d("mouseMode", dev = dev, subscene = subscene)[button + 1],
  stayActive = FALSE,
  height = 40,
  ...)


Arguments

sceneId Either an rglwidget or the elementId from one of them.
choices Which mouse modes to support?
labels How to label each mouse mode.
button Which mouse button is being controlled.
dev The RGL device used for defaults.
subscene Which subscene is being modified.
default What is the default entry to show in the control.
stayActive Whether a selection brush should stay active if the mouse mode is changed.
height The (relative) height of the item in the output display.
...

Details

A result of an rglwidget call can be passed as the sceneId argument. This allows the widget to be “piped” into the rglMouse call. The widget will appear first, the selector next in a tagList.

If the sceneId is a character string, it should be the elementId of a separately constructed rglwidget result.

Finally, the sceneId can be omitted. In this case the rglMouse result needs to be passed into an rglwidget call as part of the controllers argument. This will place the selector before the widget on the resulting display.

If the mouse mode is changed while brushing the scene, by default the brush will be removed (and so the selection will be cleared too). If this is not desired, set stayActive = TRUE.

Value

A browsable value to put in a web page.

Author(s)

Duncan Murdoch

Examples

```r
if (interactive() || in_pkgdown_example()) {
  open3d()
  xyz <- matrix(rnorm(300), ncol = 3)
  id <- plot3d(xyz, col = "red", type = "s")["data"]
  par3d(mouseMode = "selecting")
  share <- rglShared(id)

  # This puts the selector below the widget.
  rglwidget(shared = share, width = 300, height = 300) %>% rglMouse()

  # This puts the selector above the widget.
  rglMouse() %>% rglwidget(shared = share, width = 300, height = 300, controllers = .)
}
```
rglShared

Create shared data from an RGL object

Description

The crosstalk package provides a way for different parts of an interactive display to communicate about datasets, using "shared data" objects. When selection or filtering is performed in one view, the result is mirrored in all other views.

This function allows vertices of RGL objects to be treated as shared data.

Usage

```r
rglShared(id, key = NULL, group = NULL,
        deselectedFade = 0.1,
        deselectedColor = NULL,
        selectedColor = NULL,
        selectedIgnoreNone = TRUE,
        filteredFade = 0,
        filteredColor = NULL)
```

Arguments

- `id`: An existing RGL id.
- `key`: Optional unique labels to apply to each vertex. If missing, numerical keys will be used.
- `group`: Optional name of the shared group to which this data belongs. If missing, a random name will be generated.
- `deselectedFade`, `deselectedColor`: Appearance of points that are not selected. See Details.
- `selectedColor`: Appearance of points that are selected.
- `selectedIgnoreNone`: If no points are selected, should the points be shown in their original colors (TRUE), or in the deselected colors (FALSE)?
- `filteredFade`, `filteredColor`: Appearance of points that have been filtered out.

Details

Some functions which normally work on dataframe-like datasets will accept shared data objects in their place.

If a selection is in progress, the alpha value for unselected points is multiplied by `deselectedFade`. If `deselectedColor` is NULL, the color is left as originally specified; if not, the point is changed to the color given by `deselectedColor`.

If no points have been selected, then by default points are shown in their original colors. However, if `selectedIgnoreNone = FALSE`, all points are displayed as if unselected.
The `selectedColor` argument is similarly used to change the color (or not) of selected points, and `filteredFade` and `filteredColor` are used for points that have been filtered out of the display.

**Value**

An object of class "`SharedData`" (from the optional `crosstalk` package) which contains the x, y and z coordinates of the RGL object with the given id.

**Author(s)**

Duncan Murdoch

**References**

https://rstudio.github.io/crosstalk/index.html

**Examples**

```r
save <- options(rgl.useNULL = TRUE)

# rglShared requires the crosstalk package, # and the slider and rglMouse require manipulateWidget

if (requireNamespace("crosstalk", quietly = TRUE) && requireNamespace("manipulateWidget", quietly = TRUE)) {
open3d()
x <- sort(rnorm(100))
y <- rnorm(100)
z <- rnorm(100) + atan2(x, y)
ids <- plot3d(x, y, z, col = rainbow(100))

# The data will be selected and filtered, not the axes.
sharedData <- rglShared(ids["data"])

# Also add some labels that are only displayed
# when points are selected

sharedLabel <- rglShared(text3d(x, y, z, text = 1:100,
                               adj = -0.5),
                          group = sharedData$groupName(),
                          deselectedFade = 0,
                          selectedIgnoreNone = FALSE)

if (interactive() || in_pkgdown_example())
crosstalk::filter_slider("x", "x", sharedData, ~x) %>%
  rglwidget(shared = list(sharedData, sharedLabel), controller = .) %>%
  rglMouse()
}
options(save)
```
rglToLattice

Convert RGL userMatrix to lattice or base angles

Description

These functions take a user orientation matrix from an RGL scene and approximate the parameters
to either lattice or base graphics functions.

Usage

rglToLattice(rotm = par3d("userMatrix"))
rglToBase(rotm = par3d("userMatrix"))

Arguments

rotm

A matrix in homogeneous coordinates to convert.

Details

The lattice package can use Euler angles in the ZYX scheme to describe the rotation of a scene in
its wireframe or cloud functions. The rglToLattice function computes these angles based on
rotm, which defaults to the current user matrix. This allows RGL to be used to interactively find a
decent viewpoint and then reproduce it in lattice.

The base graphics persp function does not use full Euler angles; it uses a viewpoint angle, and assume the z axis remains vertical. The rglToBase function computes the viewpoint angle accurately if the RGL scene is displayed with a vertical z axis, and does an approximation otherwise.

Value

rglToLattice returns a list suitable to be used as the screen argument to wireframe.
rglToBase returns a list containing theta and phi components which can be used as corresponding arguments in persp.

Author(s)

Duncan Murdoch

Examples

persp3d(volcano, col = "green")
if ((hasorientlib <- requireNamespace("orientlib", quietly = TRUE)) &&
    requireNamespace("lattice", quietly = TRUE))
    lattice::wireframe(volcano, screen = rglToLattice())
if (hasorientlib) {
    angles <- rglToBase()
    persp(volcano, col = "green", border = NA, shade = 0.5,
         theta = angles$theta, phi = angles$phi)
}
rglwidget  

An htmlwidget to hold an RGL scene

Description

The htmlwidgets package provides a framework for embedding graphical displays in HTML documents of various types. This function provides the necessities to embed an RGL scene in one.

Usage

rglwidget(x = scene3d(minimal), width = figWidth(), height = figHeight(),
controllers = NULL,
elementId = NULL,
reuse = FALSE,
webGLoptions = list(preserveDrawingBuffer = TRUE),
shared = NULL, minimal = TRUE,
webgl, snapshot,
shinyBrush = NULL,
altText = "3D plot",
..., 
oldConvertBBox = FALSE)

Arguments

x  
An RGL scene produced by the scene3d function.

width, height  
The width and height of the display in pixels.

controllers  
Names of playwidget objects associated with this scene, or objects (typically piped in). See Details below.

snapshot,webgl  
Control of mode of display of scene. See Details below.

elementId  
The id to use on the HTML div component that will hold the scene.

reuse  
Ignored. See Details below.

webGLoptions  
A list of options to pass to WebGL when the drawing context is created. See the Details below.

shared  
An object produced by rglShared, or a list of such objects.

minimal  
Should attributes be skipped if they currently have no effect? See scene3d.

shinyBrush  
The name of a Shiny input element to receive information about mouse selections.

altText  
Text to include for screen-readers or browsers that don’t handle WebGL. See Details below.

oldConvertBBox  
See Details below.

...  
Additional arguments to pass to htmlwidgets::createWidget.
Details

This produces a WebGL version of an RGL scene using the htmlwidgets framework. This allows display of the scene in the RStudio IDE, a browser, an rmarkdown document or in a shiny app.

options(rgl.printRglwidget = TRUE) will cause rglwidget() to be called and displayed when the result of an RGL call that changes the scene is printed.

In RMarkdown or in standalone code, you can use a magrittr-style “pipe” command to join an rglwidget with a playwidget or toggleWidget. If the control widget comes first, it should be piped into the controllers argument. If the rglwidget comes first, it can be piped into the first argument of playwidget or toggleWidget.

In earlier versions, the reuse argument let one output scene share data from earlier ones. This is no longer supported.

If elementId is NULL and we are not in a Shiny app, elementId is set to a random value to facilitate re-use of information.

To save the display to a file, use htmlwidgets::saveWidget. This requires pandoc to be installed. For a snapshot, you can use htmltools::save_html(img(src=rglwidget(snapshot=TRUE)), file = ...).

The webGLoptions argument is a list which will be passed when the WebGL context is created. See the WebGL 1.0 specification on https://registry.khronos.org/webgl/specs/ for possible settings. The default in rglwidget differs from the WebGL default by setting preserveDrawingBuffer = TRUE in order to allow other tools to read the image, but please note that some implementations of WebGL contain bugs with this setting. We have attempted to work around them, but may change our default in the future if this proves unsatisfactory.

The webgl argument controls whether a dynamic plot is displayed in HTML. In LaTeX and some other formats dynamic plots can’t be displayed, so if the snapshot argument is TRUE, webgl must be FALSE. (In previous versions of the rgl package, both webgl and snapshot could be TRUE; that hasn’t worked for a while and is no longer allowed as of version 0.105.6.)

The snapshot argument controls whether a snapshot is displayed: it must be !webgl if both are specified.

Prior to rgl 0.106.21, rglwidget converted bounding box decorations into separate objects: a box, text for the labels, segments for the ticks. By default it now generates these in Javascript, allowing axis labels to move as they do in the display in R. If you prefer the old conversion, set oldConvertBBox = TRUE.

Value

An object of class "htmlwidget" (or "shiny.tag.list" if pipes are used) that will intelligently print itself into HTML in a variety of contexts including the R console, within R Markdown documents, and within Shiny output bindings.

If objects are passed in the shared argument, then the widget will respond to selection and filtering applied to those as shared datasets. See rglShared for more details and an example.

R Markdown specifics

In an R Markdown document, you would normally call setupKnitr(autoprint = TRUE) and would not make explicit calls to rglwidget(). If you do make such calls, the graphics will be inserted into the document.
In knitr versions greater than 1.42.5, the altText argument will be ignored and the alternate text will be set from chunk option fig.alt or fig.cap as with other graphics.

Shiny specifics

This widget is designed to work with Shiny for interactive displays linked to a server running R.

In a Shiny app, there will often be one or more playwidget objects in the app, taking input from the user. In order to be sure that the initial value of the user control is reflected in the scene, you should list all players in the controllers argument. See the sample application in system.file("shinyDemo", package = "rglwidget") for an example.

In Shiny, it is possible to find out information about mouse selections by specifying the name of an input item in the shinyBrush argument. For example, with shinyBrush = "brush3d", each change to the mouse selection will send data to input$brush3d in an object of class "rglMouseSelection" with the following components:

subscene The ID of the subscene where the mouse is selecting.
state Either "changing" or "inactive".
region The coordinates of the corners of the selected region in the window, in order c(x1, y1, x2, y2).
model, proj, view The model matrix, projection matrix and viewport in effect at that location.

This object can be used as the first argument to selectionFunction3d to produce a test function for whether a particular location is in the selected region. If the brush becomes inactive, an object containing only the state field will be sent, with value “inactive”.

Appearance

The appearance of the display is set by the stylesheet in system.file("htmlwidgets/lib/rglClass/rgl.css"). The widget is of class rglWebGL, with id set according to elementId. (As of this writing, no special settings are given for class rglWebGL, but you can add your own.)

Author(s)

Duncan Murdoch

See Also

hook_webgl for an earlier approach to this problem. rglwidgetOutput for Shiny details.

Examples

```r
save <- options(rgl.useNULL=TRUE)
example("plot3d", "rgl")
widget <- rglwidget()
if (interactive() || in_pkgdown_example())
  widget

if (interactive() && !in_pkgdown_example()) {
  ```
# Save it to a file. This requires pandoc
filename <- tempfile(fileext = ".html")
htmlwidgets::saveWidget(rglwidget(), filename)
browseURL(filename)
}

options(save)

---

**scene**

### Scene management

**Description**

Clear shapes, lights, bbox

**Usage**

```r
clear3d( type = c("shapes", "bboxdeco", "material"), defaults, subscene = 0 )
pop3d( type = "shapes", id = 0, tag = NULL)
ids3d( type = "shapes", subscene = NA, tags = FALSE )
```

**Arguments**

- **type**
  - Select subtype(s):
  - "shapes" shape stack
  - "lights" light stack
  - "bboxdeco" bounding box
  - "userviewpoint" user viewpoint
  - "modelviewpoint" model viewpoint
  - "material" material properties
  - "background" scene background
  - "subscene" subscene list
  - "all" all of the above
- **defaults**
  - default values to use after clearing
- **subscene**
  - which subscene to work with. NA means the current one, 0 means the whole scene
- **id**
  - vector of ID numbers of items to remove
- **tag**
  - override id with objects matching these tag material properties
- **tags**
  - logical; whether to return tag column.
scene3d

Details

RGL holds several lists of objects in each scene. There are lists for shapes, lights, bounding box decorations, subscenes, etc. clear3d clears the specified stack, or restores the defaults for the bounding box (not visible) or viewpoint. With id = 0 pop3d removes the last added node on the list (except for subscenes: there it removes the active subscene). The id argument may be used to specify arbitrary item(s) to remove; if id != 0, the type argument is ignored.

clear3d may also be used to clear material properties back to their defaults.

clear3d has an optional defaults argument, which defaults to r3dDefaults. Only the materials component of this argument is currently used by clear3d.

ids3d returns a dataframe containing the IDs in the currently active subscene by default, or a specified subscene, or if subscene = 0, in the whole rgl window along with an indicator of their type and if tags = TRUE, the tag value for each.

Note that clearing the light stack leaves the scene in darkness; it should normally be followed by a call to light3d.

See Also

rgl, bbox3d, light3d, open3d to open a new window.

Examples

```r
x <- rnorm(100)
y <- rnorm(100)
z <- rnorm(100)
p <- plot3d(x, y, z, type = 's', tag = "plot")
ids3d()
lines3d(x, y, z)
ids3d(tags = TRUE)
if (interactive() & !rgl.useNULL() & !in_pkgdown_example()) {
  readline("Hit enter to change spheres")
  pop3d(id = p["data"])
  spheres3d(x, y, z, col = "red", radius = 1/5)
  box3d()
}
```

scene3d

Saves the current scene to a variable, and displays such variables

Description

This function saves a large part of the RGL state associated with the current window to a variable.
Usage

```r
scene3d(minimal = TRUE)
## S3 method for class 'rglscene'
plot3d(x, add = FALSE, open3dParams = getr3dDefaults(), ...)
## S3 method for class 'rglobj'
plot3d(x, ...)
## S3 method for class 'rglscene'
print(x, ...)
## S3 method for class 'rglobj'
print(x, ...)
```

Arguments

- `minimal` Should attributes be skipped if they currently have no effect? See Details.
- `x` An object of class "rglscene"
- `add` Whether to open a new window, or add to the existing one.
- `open3dParams` Default parameters for open3d
- `...` Additional parameters passed to open3d by plot3d(..., add = FALSE). These override open3dParams.

Details

The components saved are: the `par3d` settings, the `material3d` settings, the `bg3d` settings, the lights and the objects in the scene.

In most cases, calling `plot3d` on that variable will duplicate the scene. (There are likely to be small differences, mostly internal, but some aspects of the scene are not currently available.) If textures are used, the name of the texture will be saved, rather than the contents of the texture file.

Other than saving the code to recreate a scene, saving the result of `scene3d` to a file will allow it to be reproduced later most accurately. In roughly decreasing order of fidelity, `writeWebGL` (now deprecated), `writePLY`, `writeOBJ` and `writeSTL` write the scene to a file in formats readable by other software.

If `minimal = TRUE` (the default), then attributes of objects will not be saved if they currently have no effect on the display, thereby reducing the file size. Set `minimal = FALSE` if the scene is intended to be used in a context where the appearance could be changed. Currently this only affects the inclusion of normals; with `minimal = TRUE` they are omitted for objects when the material is not lit.

Value

The `scene3d` function returns an object of class "rglscene". This is a list with some or all of the components:

- `material` The results returned from a `material3d` call.
- `rootSubscene` A list containing information about the main ("root") subscene. This may include:
  - `id` The scene id.
  - `type"subscene"`
par3d The par3d settings for the subscene.
embeddings The subsceneInfo()$embeddings for the main subscene.
objects The ids for objects in the subscene.
subscenes A recursive list of child subscenes.

The objects in the objects component are of class "rglobject". They are lists containing some or all of the components

id The RGL identifier of the object in the original scene.
type A character variable identifying the type of object.
material Components of the material that differ from the scene material.
vertices, normals, etc. Any of the attributes of the object retrievable by rgl.attrib.
ignoreExtent A logical value indicating whether this object contributes to the bounding box. Currently this may differ from the object in the original scene.
objects Sprites may contain other objects; they will be stored here as a list of "rglobject"s.

Lights in the scene are stored similarly, mixed into the objects list.
The plot3d methods invisibly return a vector of RGL object ids that were plotted. The print methods invisibly return the object that was printed.

Author(s)
Duncan Murdoch

See Also
rglwidget, writePLY, writeOBJ and writeSTL write the scene to a file in various formats.

Examples

open3d()
z <- 2 * volcano # Exaggerate the relief
x <- 10 * (1:nrow(z)) # 10 meter spacing (S to N)
y <- 10 * (1:ncol(z)) # 10 meter spacing (E to W)
persp3d(x, y, z, col = "green3", aspect = "iso")

s <- scene3d()
# Make it bigger
s$par3d$windowRect <- 1.5*s$par3d$windowRect
# and draw it again
plot3d(s)
sceneChange

Make large change to a scene from Shiny

Description
These functions allow Shiny apps to make relatively large changes to a scene, adding and removing objects from it.

Usage
sceneChange(elementId, x = scene3d(minimal),
  delete = NULL, add = NULL, replace = NULL,
  material = FALSE, rootSubscene = FALSE,
  delfromSubscenes = NULL, skipRedraw = FALSE,
  minimal = TRUE)
  registerSceneChange()

Arguments
  elementId  The id of the element holding the rglClass instance.
  x          The new scene to use as a source for objects to add.
  delete, add, replace
             Object ids to modify in the scene. The delete and replace ids must be present in the old scene in the browser; the add and replace ids must be present in x.
  material   Logical to indicate whether default material should be updated.
  rootSubscene Logical to indicate whether root subscene should be updated.
  delfromSubscenes
             A vector of subscene ids that may have been changed by deletions. By default, all subscenes in x are used, but the objects may be included in subscenes in the browser that are different.
  skipRedraw
             If TRUE, stop the scene from redrawing until skipRedraw=FALSE is sent. If NA, don’t redraw this time, but don’t change the state of the skipRedraw flag.
  minimal    See scene3d.

Details
registerSceneChange must be called in the UI component of a Shiny app to register the "sceneChange" custom message.

Value
registerSceneChange returns the HTML code to register the message.
sceneChange returns a list to be used as the "sceneChange" message to change the scene. Use shiny::session$sendCustomMessage to send it.
select3d

Select a rectangle in an RGL scene

Description

This function allows the user to use the mouse to select a region in an RGL scene.

Usage

```r
select3d(button = c("left", "middle", "right"),
         dev = cur3d(), subscene = currentSubscene3d(dev))
selectionFunction3d(proj, region = proj$region)
```

Arguments

- `button` Which button to use for selection.
- `dev, subscene` The RGL device and subscene to work with
- `proj` An object returned from `rgl.projection` containing details of the current projection.
- `region` Corners of a rectangular region in the display.
select3d

Details

select3d selects 3-dimensional regions by allowing the user to use a mouse to draw a rectangle showing the projection of the region onto the screen. It returns a function which tests points for inclusion in the selected region.

selectionFunction3d constructs such a test function given coordinates and current transformation matrices.

If the scene is later moved or rotated, the selected region will remain the same, though no longer corresponding to a rectangle on the screen.

Value

These return a function \( f(x, y, z) \) which tests whether each of the points \( (x, y, z) \) is in the selected region, returning a logical vector. This function accepts input in a wide variety of formats as it uses \texttt{xyz.coords} to interpret its parameters.

Author(s)

Ming Chen / Duncan Murdoch

See Also

\texttt{selectpoints3d, locator}

Examples

# Allow the user to select some points, and then redraw them # in a different color

if (interactive() && !in_pkgdown_example()) {
  x <- rnorm(1000)
  y <- rnorm(1000)
  z <- rnorm(1000)
  open3d()
  points3d(x, y, z)
  f <- select3d()
  if (!is.null(f)) {
    keep <- f(x, y, z)
    pop3d()
    points3d(x[keep], y[keep], z[keep], color = 'red')
    points3d(x[!keep], y[!keep], z[!keep])
  }
}
selectpoints3d

Select points from a scene

Description
This function uses the select3d function to allow the user to choose a point or region in the scene, then reports on all the vertices in or near that selection.

Usage
```r
selectpoints3d(objects = ids3d()$id, value = TRUE, closest = TRUE,
    multiple = FALSE, ...)
```

Arguments
- **objects**: A vector of object id values to use for the search.
- **value**: If TRUE, return the coordinates of the points; otherwise, return their indices.
- **closest**: If TRUE, return the points closest to the selection of no points are exactly within it.
- **multiple**: If TRUE or a function, do multiple selections. See the Details below.
- **...**: Other parameters to pass to select3d.

Details
The `multiple` argument may be a logical value or a function. If logical, it controls whether multiple selections will be performed. If `multiple` is FALSE, a single selection will be performed; it might contain multiple points. If TRUE, multiple selections will occur and the results will be combined into a single matrix.

If `multiple` is a function, it should take a single argument. This function will be called with the argument set to a matrix containing newly added rows to the value, i.e. it will contain coordinates of the newly selected points (if `value = TRUE`), or the indices of the points (if `value = FALSE`). It should return a logical value, TRUE to indicate that selection should continue, FALSE to indicate that it should stop.

In either case, if multiple selections are being performed, the ESC key will stop the process.

Value
If `value` is TRUE, a 3-column matrix giving the coordinates of the selected points. All rows in the matrix will be unique even if multiple vertices have the same coordinates.

If `value` is FALSE, a 2-column matrix containing columns:

- **id**: The object id containing the point.
- **index**: The index of the point within `rgl.attrib(id, "vertices")`. If multiple points have the same coordinates, all indices will be returned.
Note
This function selects points, not areas. For example, if the selection region is in the interior of the triangle, that will count as a miss for all of the triangle’s vertices.

Author(s)
Duncan Murdoch

See Also
select3d to return a selection function.

Examples

```r
xyz <- cbind(rnorm(20), rnorm(20), rnorm(20))
ids <- plot3d( xyz )

if (interactive() && !in_pkgdown_example()) {
  # Click near a point to select it and put a sphere there.
  # Press ESC to quit...

  # This version returns coordinates
  selectpoints3d(ids["data"],
                  multiple = function(x) {
                    spheres3d(x, color = "red", alpha = 0.3, radius = 0.2)
                    TRUE
                  })

  # This one returns indices
  selectpoints3d(ids["data"], value = FALSE,
                  multiple = function(ids) {
                    spheres3d(xyz[ids[, "index"], , drop = FALSE], color = "blue",
                               alpha = 0.3, radius = 0.2)
                    TRUE
                  })
}
```

Description
This function sets user callbacks to construct axes in R or rglwidget displays.

setAxisCallbacks
User-defined axis labelling callbacks.
setAxisCallbacks

Usage

setAxisCallbacks(axes, fns,
javascript = NULL,
subscene = scene$rootSubscene$id,
scene = scene3d(minimal = FALSE),
applyToScene = TRUE,
applyToDev = missing(scene))

Arguments

axes Which axes? Specify as number in 1:3 or letter in c("x", "y", "z").
fns Function or list of functions or character vector giving names of functions.
javascript Optional block of Javascript code to be included (at the global level).
subscene Which subscene do these callbacks apply to?
scene Which scene?
applyToScene Should these changes apply to the scene object?
applyToDev Should these changes apply to the current device?

Details

If applyToScene is TRUE, this function adds Javascript callbacks to the scene object. If applyToDev
is TRUE, it adds R callbacks to the current RGL device.

For Javascript, the callbacks are specified as strings; these will be evaluated within the browser in
the global context to define the functions, which will then be called with the Javascript this object
set to the current rglwidgetClass object.

For R, they may be strings or R functions.

Both options may be TRUE, in which case the callbacks must be specified as strings which are both
valid Javascript and valid R. The usual way to do this is to give just a function name, with the
function defined elsewhere, as in the Example below.

The functions should have a header of the form function(margin). The margin argument will be
a string like "x++" indicating which margin would be chosen by R. If RGL would not choose to
draw any axis annotations (which happens with rglwidget, though not currently in R itself), only
the letter will be passed, e.g. "x".

Value

Invisibly returns an rglScene object. This object will record the changes if applyToScene is TRUE.
If applyToDev is TRUE, it will also have the side effect of attempting to install the callbacks.

Author(s)

Duncan Murdoch

See Also

setUserCallbacks for mouse callbacks.
Examples

# Draw arrows instead of tick marks on axes

```r
drawAxis <- local({
  ids <- c(NA, NA, NA)
  bbox <- c(NA, NA, NA, NA, NA, NA)
  function(margin) {
    dim <- if (grepl("x", margin)) 1 else
      if (grepl("y", margin)) 2 else
      3
    inds <- 2*dim + (-1):0
    range <- par3d("bbox")[inds]
    if (!identical(bbox[inds], range)) {
      if (!is.na(ids[dim]))
        pop3d(id = ids[dim])
      bbox[inds] <<- range
      center <- mean(range)
      from <- mean(c(range[1], center))
      to <- mean(c(center, range[2]))
      # margin should agree with suggestion, so use "x++" etc.
      margin <- gsub("-", "++", margin)
      ids[dim] <- arrow3d(p0 = c(from, 1, 1),
        p1 = c(to, 1, 1),
        n = 4,
        type = "lines",
        margin = margin,
        floating = TRUE)
    }
  }
})
```

# Define the Javascript function with the same name to use in WebGL
# Since Javascript won't change the bounding box, this function
# doesn't need to do anything.

```r
js <- "
window.drawAxis = function(margin) {} ;
"
```

```r
xyz <- matrix(rnorm(60), ncol = 3)
plot3d(xyz, xlab = "x", ylab = "y", zlab = "z")
setAxisCallbacks(1:3, "drawAxis", javascript = js)
rglwidget()
```

---

```r
setGraphicsDelay

Set a one-time slowdown on opening standard graphics
```
**Description**

This function is mainly for internal use, to work around a bug in macOS Catalina: if base plotting happens too quickly after opening RGL and the first call to quartz, R crashes.

This inserts a delay after the first call to open the graphics device. The default is no delay, unless on Catalina with no graphics device currently open but the quartz device set as the default, when a 1 second delay will be added. Use environment variable "RGL_SLOW_DEV = value" to set a different default delay.

It works by changing the value of `options("device")`, so explicit calls to the device will not be affected.

It is called automatically when the `rgl` package is loaded.

**Usage**

```r
setGraphicsDelay(delay = Sys.getenv("RGL_SLOW_DEV", 0),
                  unixos = "none")
```

**Arguments**

- `delay` Number of seconds for the delay.
- `unixos` The name of the Unix OS. If set to "Darwin", and the version is 19.0.0 or greater, the default delay is changed to 1 second.

**Value**

Called for the side effect of adding the delay to the first opening of the graphics device.

---

**setupKnitr**  
*Displaying RGL scenes in **knitr** documents*

**Description**

These functions allow RGL graphics to be embedded in **knitr** documents.

The simplest method is to run `setupKnitr(autoprint = TRUE)` early in the document. That way RGL commands act a lot like base graphics commands: plots will be automatically inserted where appropriate, according to the `fig.keep` chunk option. By default (`fig.keep = "high"`), only high-level plots are kept, after low-level changes have been merged into them. See the **knitr** documentation [https://yihui.org/knitr/options/#plots](https://yihui.org/knitr/options/#plots) for more details. To suppress auto-printing, the RGL calls can be wrapped in `invisible()`. Similarly to grid graphics (used by **lattice** and **ggplot2**), automatic inclusion requires the object to be printed: only the last statement in a code block in braces is automatically printed. Unlike those packages, auto-printing is the only way to get this to work: calling `print` explicitly doesn’t work.

Other functions allow embedding either as bitmaps (hook_rgl with format "png"), fixed vector graphics (hook_rgl with format "eps", "pdf" or "postscript"), or interactive WebGL graphics (hook_webgl). hook_rgl_chunk is not normally invoked by the user; it is the hook that supports automatic creation and deletion of RGL scenes.
setupKnitr

Usage

setupKnitr(autoprint = FALSE,
            rgl.newwindow = autoprint,
            rgl.closewindows = autoprint)

hook_rgl(before, options, envir)
hook_webgl(before, options, envir)
hook_rglchunk(before, options, envir)

Arguments

autoprint If true, RGL commands automatically plot (with low level plots suppressed by the default value of the fig.keep chunk option.)
rgl.newwindow, rgl.closewindows
Default values for the knitr chunk options.
before, options, envir
Standard knitr hook function arguments.

Details

The setupKnitr() function needs to be called once at the start of the document to install the knitr hooks. If it is called twice in the same session the second call will override the first.

The following chunk options are supported:

- rgl.newwindow: Whether to open a new window for the chunk. Default is set by setupKnitr argument.
- rgl.closewindows: Whether to close windows at the end of the chunk. Default is set by setupKnitr argument.
- rgl.margin (default 100): number of pixels by which to indent the WebGL window.
- snapshot: Logical value: when autoprinting in HTML, should a snapshot be used instead of the dynamic WebGL display? Corresponds to rglwidget(snapshot = TRUE, webgl = FALSE). Ignored in LaTeX, where a snapshot will always be produced (unless fig.keep specifies no figure at all).
- dpi, fig.retina, fig.width, fig.height: standard knitr chunk options used to set the size of the output.
- fig.keep, fig.hold, fig.beforecode: standard knitr chunk options used to control the display of plots.
- dev: used by hook_rgl to set the output format. May be "eps", "postscript", "pdf" or "png" (default: "png").
- rgl.keeopen: no longer used. Ignored with a warning.
- fig.alt is partially supported: rgl will always use the first entry if fig.alt is a vector. Other graphics types match the entries in fig.alt to successive plots within the chunk. (This is due to a limitation in knitr, and may change in the future.)

Value

A string to be embedded into the output, or NULL if called when no output is available.
Note

The `setupKnitr(autoprint = TRUE)` method assumes all printing of RGL objects happens through auto-printing of objects produced by the `lowlevel` or `highlevel` functions. All RGL functions that produce graphics do this, but functions in other packages that call them may not return values appropriately.

If you have multiple calls to `setupKnitr()`, all should have the same arguments. If any differ, a warning will be issued, and the first set of arguments will be used.

Mixing explicit calls to `rglwidget` with auto-printing is likely to lead to failure of some scenes to display. To avoid this, set `options(rgl.printRglwidget = FALSE)` before using such explicit calls. Similarly, use that option before calling the `example` function in a code chunk if the example prints RGL objects.

Author(s)

The hook* functions are originally by Yihui Xie in the `knitr` package; and have been modified by Duncan Murdoch. Some parts of the `setupKnitr` function duplicate source code from `knitr`.

---

`setUserCallbacks`  
*Set mouse callbacks in R or Javascript code*

**Description**

This function sets user mouse callbacks in R or `rglwidget` displays.

**Usage**

```r
setUserCallbacks(button,
begin = NULL,
update = NULL,
end = NULL,
rotate = NULL,
javascript = NULL,
subscene = scene$rootSubscene$id,
scene = scene3d(minimal = FALSE),
applyToScene = TRUE,
applyToDev = missing(scene))
```

**Arguments**

- `button` Which button should this callback apply to? Can be numeric from 0:4, or character from "none", "left", "right", "center", "wheel".
- `begin`, `update`, `end`, `rotate` Functions to call when events occur. See Details.
- `javascript` Optional block of Javascript code to be included (at the global level).
- `subscene` Which subscene do these callbacks apply to?
**setUserCallbacks**

scene Which scene?
applyToScene Should these changes apply to the scene object?
applyToDev Should these changes apply to the current device?

**Details**

If applyToScene is TRUE, this function adds Javascript callbacks to the scene object. If applyToDev is TRUE, it adds R callbacks to the current RGL device.

For Javascript, the callbacks are specified as strings; these will be evaluated within the browser in the global context to define the functions, which will then be called with the Javascript this object set to the current rglwidgetClass object.

For R, they may be strings or R functions.

Both options may be TRUE, in which case the callbacks must be specified as strings which are both valid Javascript and valid R. The usual way to do this is to give just a function name, with the function defined elsewhere, as in the Example below.

The begin and update functions should be of the form function(x, y) { ... }. The end function will be called with no arguments.

The rotate callback can only be set on the mouse wheel. It is called when the mouse wheel is rotated. It should be of the form function(away), where away will be 1 while rotating the wheel “away” from you, and 2 while rotating it towards you. If rotate is not set but other callbacks are set on the wheel “button”, then each click of the mouse wheel will trigger all start, update, then end calls in sequence.

The javascript argument is an optional block of code which will be evaluated once during the initialization of the widget. It can define functions and assign them as members of the window object, and then the names of those functions can be given in the callback arguments; this allows the callbacks to share information.

**Value**

Invisibly returns an rglScene object. This object will record the changes if applyToScene is TRUE. If applyToDev is TRUE, it will also have the side effect of attempting to install the callbacks using rgl.setMouseCallbacks and rgl.setWheelCallback.

**Author(s)**

Duncan Murdoch

**See Also**

setAxisCallbacks for user defined axes.

**Examples**

```r
# This example identifies points in both the rgl window and
# in WebGL

verts <- cbind(rnorm(11), rnorm(11), rnorm(11))
```
idverts <- plot3d(verts, type = "s", col = "blue")[["data"]]

# Plot some invisible text; the Javascript will move it
idtext <- text3d(verts[1,,drop = FALSE], texts = 1, adj = c(0.5, -1.5), alpha = 0)

# Define the R functions to use within R
fns <- local({
  idverts <- idverts
  idtext <- idtext
  closest <- -1
  update <- function(x, y) {
    save <- par3d(skipRedraw = TRUE)
    on.exit(par3d(save))
    rect <- par3d("windowRect")
    x <- x / size[1];
    y <- 1 - y / size[2];
    verts <- rgl.attrib(idverts, "vertices")
    # Put in window coordinates
    vw <- rgl.user2window(verts)
    dists <- sqrt((x - vw[,1])^2 + (y - vw[,2])^2)
    newclosest <- which.min(dists)
    if (newclosest != closest) {
      if (idtext > 0)
        pop3d(id = idtext)
      closest <<- newclosest
      idtext <<- text3d(verts[closest,,drop = FALSE], texts = closest, adj = c(0.5, -1.5))
    }
  }
  end <- function() {
    if (idtext > 0)
      pop3d(id = idtext)
    closest <<- -1
    idtext <<- -1
  }
  list(rglupdate = update, rglend = end)
})

rglupdate <- fns$rglupdate
rglend <- fns$rglend

# Define the Javascript functions with the same names to use in WebGL
js <-
"' var idverts = %id%, idtext = %idtext%, closest = -1,
    subid = %subid%;

window.rglupdate = function(x, y) {
  var obj = this.getObject(idverts), i, newdist, dist = Infinity, pt, newclosest;
  x = x / this.canvas.width;
  y = y / this.canvas.height;

  for (i = 0; i < obj.vertices.length; i++) {
    pt = obj.vertices[i].concat(1);
    pt = this.user2window(pt, subid);
pt[0] = x - pt[0];
pt[1] = y - pt[1];
pt[2] = 0;
newdist = rglwidgetClass.vlen(pt);
if (newdist < dist) {
    dist = newdist;
    newclosest = i;
}
}

if (newclosest !== closest) {
    closest = newclosest
    var text = this.getObj(idtext);
    text.vertices[0] = obj.vertices[closest];
    text.colors[0][3] = 1; // alpha is here!
    text.texts[0] = (closest + 1).toString();
    text.initialized = false;
    this.drawScene();
}
);
window.rglend = function() {
    var text = this.getObj(idtext);
    closest = -1;
    text.colors[0][3] = 0;
    text.initialized = false;
    this.drawScene();
}
};

# Install both
setUserCallbacks("left",
    begin = "rglupdate",
    update = "rglupdate",
    end = "rglend",
    javascript = js)

rglwidget()

# This example doesn't affect the rgl window, it only modifies
# the scene object to implement panning

# Define the Javascript functions to use in WebGL
js <-
    ' window.subid = %subid%;

window.panbegin = function(x, y) {
    var activeSub = this.getObj(subid),
        viewport = activeSub.par3d.viewport,
        activeModel = this.getObj(this.useid(activeSub.id, "model")),
        l = activeModel.par3d.listeners, i;

    this.userSave = {x:x, y:y, viewport:viewport,
	screen.width: screen.width, screen.height: screen.height};
cursor: this.canvas.style.cursor;
for (i = 0; i < l.length; i++) {
    activeSub = this.getObj(l[i]);
    activeSub.userSaveMat = new CanvasMatrix4(activeSub.par3d.userMatrix);
}
this.canvas.style.cursor = "grabbing";

window.panupdate = function(x, y) {
    var objects = this.scene.objects,
        activeSub = this.getObj(subid),
        activeModel = this.getObj(this.useid(activeSub.id, "model")),
        l = activeModel.par3d.listeners,
        viewport = this.userSave.viewport,
        par3d, i, zoom;
    if (x === this.userSave.x && y === this.userSave.y)
        return;
    x = (x - this.userSave.x)/this.canvas.width;
    y = (y - this.userSave.y)/this.canvas.height;
    for (i = 0; i < l.length; i++) {
        activeSub = this.getObj(l[i]);
        par3d = activeSub.par3d;
        /* NB: The right amount of zoom depends on the scaling of the data
         and the position of the observer. This might need tweaking. */
        zoom = rglwidgetClass.vlen(par3d.observer)*par3d.zoom;
        activeSub.par3d.userMatrix.load(objects[l[i]].userSaveMat);
        activeSub.par3d.userMatrix.translate(zoom*x, zoom*y, 0);
    }
    this.drawScene();
};

window.panend = function() {
    this.canvas.style.cursor = this.userSave.cursor;
};

js <- sub("%subid%", subsceneInfo()$id, js)

scene <- setUserCallbacks("left",
    begin = "panbegin",
    update = "panupdate",
    end = "panend",
    applyToDev = FALSE, javascript = js)

rglwidget(scene)

---

**setUserShaders**  
Set user-defined shaders for RGL objects, or get shaders.
**Description**

`setUserShaders` sets user-defined shaders (programs written in GLSL) for customized display of RGL objects. Currently only supported in WebGL displays, as the regular displays do not support GLSL. `getShaders` gets the user defined shader, or if it is not present, the automatically generated one.

**Usage**

```r
setUserShaders(ids, vertexShader = NULL, fragmentShader = NULL,
               attributes = NULL, uniforms = NULL, textures = NULL,
               scene = scene3d(minimal), minimal = TRUE)
```

```r
getShaders(id, scene = scene3d(minimal), minimal = TRUE)
```

**Arguments**

- `ids, id` Which objects should receive the shaders, or which object should be queried?
- `vertexShader, fragmentShader` The vertex and fragment shader source code. If `NULL`, the automatically generated shader will be used instead.
- `attributes` A named list of “attributes” to attach to each vertex.
- `uniforms` A named list of “uniforms”.
- `textures` A named list of textures.
- `scene` A `scene3d` object to work with.
- `minimal` See `scene3d`.

**Details**

Modern versions of OpenGL work with “shaders”, programs written to run on the graphics processor. The vertex shader does the calculations to move vertices and set their intrinsic colours. The fragment shader computes how each pixel in the display will be shown, taking into account lighting, material properties, etc. (More precisely, it does the computation for each “fragment”; a fragment is a pixel within an object to display. There may be many objects at a particular location, and each will result in a fragment calculation unless culled by z-buffering or being discarded in some other way.)

Normally the WebGL Javascript code uses the default shaders stored in `system.file("htmlwidgets/lib/rglClass/shaders", package = "rgl")`. This function allows them to be written by hand, for testing new features, hand optimization, etc. The defines used by the default shaders will also be prepended to user shaders, which can use them for customization on an object-by-object basis.

The names used for the attributes, uniforms and textures should match names in the shaders for corresponding variables. (The texture names should be names of uniform sampler2D variables.)

**Value**

A modified version of the scene.
Note

The `getShaders` function requires the V8 package to extract auto-generated shaders, since the defines are generated by Javascript code.

Author(s)

Duncan Murdoch

See Also

`rglwidget` for display of the scene in WebGL.

Examples

```r
open3d()
id <- shade3d(octahedron3d(), col = "red")

# For each triangle, set weights on the 3 vertices.
# This will be replicated to the appropriate size in Javascript.
wts <- diag(3)

# This leaves out the centres of each face
vs <- 
  attribute vec3 aPos;
  attribute vec4 aCol;
  uniform mat4 mvMatrix;
  uniform mat4 prMatrix;
  varying vec4 vCol;
  varying vec4 vPosition;
  attribute vec3 aNorm;
  uniform mat4 normMatrix;
  varying vec3 vNormal;
  attribute vec3 wts;
  varying vec3 vwts;
  void main(void) {
    vPosition = mvMatrix * vec4(aPos, 1.);
    gl_Position = prMatrix * vPosition;
    vCol = aCol;
    vNormal = normalize((normMatrix * vec4(aNorm, 1.)).xyz);
    vwts = wts;
  }
"

fs <- 
  #ifdef GL_ES
  precision highp float;
  #endif
  varying vec4 vCol; // carries alpha
  varying vec4 vPosition;
  varying vec3 vNormal;
  uniform mat4 mvMatrix;
  uniform vec3 emission;
  uniform float shininess;
```
shade3d

uniform vec3 ambient[NLIGHTS];
uniform vec3 specular[NLIGHTS]; // light*material
uniform vec3 diffuse[NLIGHTS];
uniform vec3 lightDir[NLIGHTS];
uniform bool viewpoint[NLIGHTS];
uniform bool finite[NLIGHTS];
varying vec3 vwts;
uniform vec2 wtrange;
void main(void) {
  float minwt = min(vwts.x, min(vwts.y, vwts.z));
  if (minwt < wtrange.x || minwt > wtrange.y) discard;
  vec3 eye = normalize(-vPosition.xyz);
  vec3 lightdir;
  vec4 colDiff;
  vec3 halfVec;
  vec4 lighteffect = vec4(emission, 0.);
  vec3 col;
  float nDotL;
  vec3 n = normalize(vNormal);
  n = -faceforward(n, n, eye);
  colDiff = vec4(vCol.rgb * diffuse[0], vCol.a);
  lightdir = lightDir[0];
  if (!viewpoint[0])
    lightdir = (mvMatrix * vec4(lightdir, 1.)).xyz;
  else {
    halfVec = normalize(lightdir + eye);
  }
  if (!finite[0]) {
    halfVec = normalize(lightdir + vPosition.xyz);
    lightdir = normalize(lightdir + eye);
  } else {
    halfVec = normalize(lightdir + eye);
  }
  col = ambient[0];
  nDotL = dot(n, lightdir);
  col = col + max(nDotL, 0.) * colDiff.rgb;
  col = col + pow(max(dot(halfVec, n), 0.), shininess) * specular[0];
  lighteffect = lighteffect + vec4(col, colDiff.a);
  gl_FragColor = lighteffect;
}

x <- setUserShaders(id, vs, fs, attributes = list(wts=wts),
  uniforms = list(wtrange = c(-0.01, 0.15)))
if (interactive() || in_pkgdown_example())
  rglwidget(x)

---

**shade3d**

*Draw 3D mesh objects*

**Description**

Draws 3D mesh objects in full, or just the edges, or just the vertices.
Usage

```r
dot3d(x, ...)  # draw dots at the vertices of an object
## S3 method for class 'mesh3d'
dot3d(x, ..., front = "points", back = "points")
wire3d(x, ...)  # draw a wireframe object
## S3 method for class 'mesh3d'
wire3d(x, ..., front = "lines", back = "lines")
shade3d(x, ...)  # draw a shaded object
## S3 method for class 'mesh3d'
shade3d(x, override = TRUE,
        meshColor = c("vertices", "edges", "faces", "legacy"),
        texcoords = NULL, ..., front = "filled", back = "filled")
```

Arguments

- `x` a mesh3d object.
- `...` additional rendering parameters, or for dots3d and wire3d, parameters to pass to shade3d
- `override` should the parameters specified here override those stored in the object?
- `meshColor` how should colours be interpreted? See details below
- `texcoords` texture coordinates at each vertex.
- `front`, `back` Material properties for rendering.

Details

The `meshColor` argument controls how material colours and textures are interpreted. This parameter was added in `rgl` version 0.100.1 (0.100.27 for `dot3d`). Possible values are:

- "vertices" Colours and texture coordinates are applied by vertex, in the order they appear in the `x$vb` matrix.
- "edges" Colours are applied to each edge: first to the segments in the `x$is` matrix, then the 3 edges of each triangle in the `x$it` matrix, then the 4 edges of each quad in the `x$ib` matrix. This mode is only supported if both front and back materials are "lines", and the mesh contains no points.
- "faces" Colours are applied to each object in the mesh: first to the points, then the segments, triangles and finally quads. The entire whole face (or point or segment) receives one colour from the specified colours.
- "legacy" Colours and textures are applied in the same way as in `rgl` versions earlier than 0.100.1.

Unique partial matches of these values will be recognized.

If colours are specified but `meshColor` is not and `options(rgl.meshColorWarning = TRUE)`, a warning will be given that their interpretation may have changed. In versions 0.100.1 to 0.100.26 of `rgl`, the default was to give the warning; now the default is for no warning.
Note that since version 0.102.10, `meshColor = "edges"` is only allowed when drawing lines (the `wire3d` default), and it may draw edges more than once. In general, if any rendering draws twice at the same location, which copy is visible depends on the order of drawing and the `material3d("depth_test")` setting.

Whether points, lines or solid faces are drawn is determined in 3 steps:

1. If arguments "front" or "back" are specified in the call, those are used.
2. If one or both of those arguments are not specified, but the material properties are present in the object, those are used.
3. If values are not specified in either of those places, `shade3d` draws filled surfaces, `wire3d` draws lines, and `dot3d` draws points.

Note: For some versions of rgl up to version 0.107.15, rule 2 above was not respected.

### Value

`dot3d`, `wire3d`, and `shade3d` are called for their side effect of drawing an object into the scene; they return an object ID (or vector of IDs) invisibly.

See `primitives` for a discussion of texture coordinates.

### See Also

`mesh3d`, `par3d`, `shapelist3d` for multiple shapes

### Examples

```r
# generate a quad mesh object
vertices <- c(
  -1.0, -1.0, 0,
  1.0, -1.0, 0,
  1.0, 1.0, 0,
  -1.0, 1.0, 0
 )
indices <- c( 1, 2, 3, 4 )
open3d()
wire3d( mesh3d( vertices = vertices, quads = indices ) )

# render 4 meshes vertically in the current view
open3d()
bg3d("gray")
l0 <- oh3d( tran = par3d("userMatrix"), color = "green" )
shade3d( translate3d( l0 , -6, 0, 0 ) )
l1 <- subdivision3d( l0 )
shade3d( translate3d( l1 , -2, 0, 0 ), color = "red", override = FALSE )
l2 <- subdivision3d( l1 )
shade3d( translate3d( l2 , 2, 0, 0 ), color = "red", override = TRUE )
l3 <- subdivision3d( l2 )
```
shade3d( translate3d( l3 , 6, 0, 0 ), color = "red" )

# render all of the Platonic solids
open3d()
shade3d( translate3d( tetrahedron3d(col = "red"), 0, 0, 0 ) )
shade3d( translate3d( cube3d(col = "green"), 3, 0, 0 ) )
shade3d( translate3d( octahedron3d(col = "blue"), 6, 0, 0 ) )
shade3d( translate3d( dodecahedron3d(col = "cyan"), 9, 0, 0 ) )
shade3d( translate3d( icosahedron3d(col = "magenta"), 12, 0, 0 ) )

shadow3d

**Description**

Project shadows of mesh onto object.

**Usage**

```r
shadow3d(obj, mesh, plot = TRUE, up = c(0, 0, 1),
          P = projectDown(up), outside = FALSE,
          ...)```

**Arguments**

- `obj`: The target object which will show the shadow.
- `mesh`: The mesh which will cast the shadow.
- `plot`: Whether to plot the result.
- `up`: Which direction is “up”?
- `P`: The projection to use for draping, a 4x4 matrix. See `drape3d` for details on how `P` is used.
- `outside`: Should the function compute and (possibly) plot the region outside of the shadow?
- `...`: Other arguments to pass to `filledContour3d`, which will do the boundary calculations and plotting.

**Details**

`shadow3d` internally constructs a function that is zero on the boundary of the shadow and positive inside, then draws filled contours of that function. Because the function is nonlinear, the boundaries will be approximate, with the best approximation resulting from a large value of `filledContour3d` parameter `minVertices`.

If `outside = TRUE`, the first color used by `filledContour3d` will indicate the inside of the shadow, and the second color will indicate the exterior.

**Value**

The returned value from `filledContour3d`. 
shapelist3d

Author(s)
Duncan Murdoch

See Also
drape3d, facing3d

Examples

```r
open3d()
obj <- translate3d(scale3d(oh3d(), 0.3, 0.3, 0.3), 0,0,2)
shade3d(obj, col = "red")
target <- icosahedron3d()

# We offset the target using polygon_offset = 1 so that the
# shadow on its surface will appear clearly.
shade3d(target, col = "white", polygon_offset = 1)

# minVertices = 1000 leaves noticeable artifacts on the edges
# of the shadow. A larger value gives a better result, but is
# slower.

# We use facing3d(target) so the shadow and outside part only
# appear on the upper side of the target

shadow3d(facing3d(target), obj, minVertices = 1000, plot=TRUE,
        col = c("yellow", "blue"), outside = TRUE)
```

shapelist3d

Create and plot a list of shapes

Description
These functions create and plot a list of shapes.

Usage

```
shapelist3d(shapes, x = 0, y = NULL, z = NULL, size = 1, matrix = NULL, override = TRUE,
            ..., plot = TRUE)
```

Arguments

- **shapes**: A single shape3d object, or a list of them.
- **x**, **y**, **z**: Translation(s) to apply
- **size**: Scaling(s) to apply
- **matrix**: A single matrix transformation, or a list of them.
override  Whether the material properties should override the ones in the shapes.
...
plot  Whether to plot the result.

Details

shapelist3d is a quick way to create a complex object made up of simpler ones. Each of the arguments shapes through override may be a vector of values (a list in the case of shapes or matrix). All values will be recycled to produce a list of shapes as long as the longest of them.

The `xyz.coords` function will be used to process the `x`, `y`, and `z` arguments, so a matrix may be used as `x` to specify all three. If a vector is used for `x` but `y` or `z` is missing, default values of 0 will be used.

The "shapelist3d" class is simply a list of "shape3d" objects.

Methods for `dot3d`, `wire3d`, `shade3d`, `translate3d`, `scale3d`, and `rotate3d` are defined for these objects.

Value

An object of class c("shapelist3d", "shape3d").

Author(s)

Duncan Murdoch

See Also

mesh3d

Examples

```r
open3d()
shapelist3d(icosahedron3d(), x = rnorm(10), y = rnorm(10), z = rnorm(10), col = 1:5, size = 0.3)
```

---

### Functions for integration of RGL widgets into Shiny app

**Description**

These functions allow an RGL scene to be embedded in a Shiny app.

**Usage**

```r
rglwidgetOutput(outputId, width = "512px", height = "512px")
renderRglwidget(expr, env = parent.frame(), quoted = FALSE, outputArgs = list())
playwidgetOutput(outputId, width = "0px", height = "0px")
renderPlaywidget(expr, env = parent.frame(), quoted = FALSE, outputArgs = list())
```
Arguments

outputId  The name for the control.
width, height  Width and height to display the control.
expr  An R expression returning a `rglwidget` (for `renderRglwidget`) or a `playwidget` (for `renderPlaywidget`) as output.
env  The environment in which to evaluate expr.
quoted  Is the expression already quoted?
outputArgs  A list containing arguments; see details below.

Details

Use `rglwidgetOutput` or `playwidgetOutput` as an output object in a Shiny user interface section; use `renderRglwidget` or `renderPlaywidget` as the render function in the server section.

In a dynamic R Markdown document with `runtime: shiny`, you only call the render function, and may optionally pass `width` and `height` to the output function by putting them in a list in `outputArgs`. See the example below.

Value

Used internally by Shiny.

Author(s)

Duncan Murdoch

Examples

```r
## Not run:
# This could be used in a dynamic R Markdown document. See
# demo("shinyDemo") and demo("simpleShinyRgl") for Shiny apps.

inputPanel(
  sliderInput("n", label = "n", min = 10, max = 100, value = 10, step = 10)
)

renderRglwidget({
  n <- input$n
  try(close3d())
  plot3d(rnorm(n), rnorm(n), rnorm(n))
  rglwidget()
}, outputArgs = list(width = "auto", height = "300px"))

## End(Not run)
```
These functions allow Shiny apps to read and write the `par3d` settings that may have been modified by user interaction in the browser.

Usage

```r
shinyGetPar3d(parameters, session, subscene = currentSubscene3d(cur3d()), tag = "")
shinySetPar3d(..., session, subscene = currentSubscene3d(cur3d()))
shinyResetBrush(session, brush)
```

Arguments

- `parameters` A character vector naming the parameters to get.
- `session` The Shiny session object.
- `subscene` The subscene to which the parameters apply. Defaults to the currently active subscene in the R session.
- `tag` An arbitrary string or value which will be sent as part of the response.
- `...` A number of `name = value` pairs to be modified, or a single named list of parameters. Entries named `tag` or `subscene` will be ignored.
- `brush` The name of a Shiny input element corresponding to the `shinyBrush` argument to `rglwidget`.

Details

Requesting information from the browser is a complicated process. The `shinyGetPar3d` function doesn’t return the requested value, it just submits a request for the value to be returned later in `input$par3d`, a reactive input. No action will result except when a reactive observer depends on `input$par3d`. See the example code below.

The `shinySetPar3d` function sends a message to the browser asking it to change a particular parameter. The change will be made immediately, without sending the full scene to the browser, so should be reasonably fast.

Value

These functions are called for their side effects, and don’t return useful values.

The side effect of `shinyGetPar3d` is to cause `input$par3d` to be updated sometime later. Besides the requested parameter values, `input$par3d` will contain a copy of the subscene and `tag` arguments.

The side effect of `shinySetPar3d` is to send a message to the browser to update its copy of the `par3d` parameters immediately.
Note

R and the browser don’t maintain a perfect match between the way parameters are stored internally. The browser version of parameters will be returned by `shinyGetPar3d` and should be supplied to `shinySetPar3d`.

Author(s)

Duncan Murdoch

References

https://shiny.rstudio.com/articles/communicating-with-js.html describes the underlying mechanisms used by these two functions.

See Also

The `rglwidget` argument `shinySelectionInput` allows information about mouse selections to be returned to R.

Examples

```r
if (interactive() && !in_pkgdown_example() && requireNamespace("shiny")) {
  save <- options(rgl.useNULL = TRUE)

  xyz <- matrix(rnorm(300), ncol = 3)

  app = shiny::shinyApp(
    ui = shiny::bootstrapPage(
      shiny::actionButton("redraw", "Redraw"),
      rglwidgetOutput("rglPlot")
    )
  )

  server = function(input, output, session) {
    # This waits until the user to click on the "redraw" button, then sends a request for the current userMatrix
    shiny::observeEvent(input$redraw, {
      shinyGetPar3d("userMatrix", session)
    })

    # This draws the plot whenever input$par3d changes,
    # i.e. whenever a response to the request above is received.
    output$rglPlot <- renderRglwidget({
      if (length(rgl.dev.list())) close3d()
      col <- sample(colors(), 1)
      plot3d(xyz, col = col, type = "s", main = col)
      par3d(userMatrix = input$par3d$userMatrix)
      rglwidget()
    })
  }

  shiny::runApp(app)
  options(save)
}
```
**show2d**

*Draw a 2D plot on a rectangle in a 3D scene*

**Description**

This function uses a bitmap of a standard 2D graphics plot as a texture on a quadrilateral. Default arguments are set up so that it will appear on the face of the bounding box of the current 3D plot, but optional arguments allow it to be placed anywhere in the scene.

**Usage**

```r
show2d(expression,
    face = "z-", line = 0,
    reverse = FALSE, rotate = 0,
    x = NULL, y = NULL, z = NULL,
    width = 480, height = 480,
    filename = NULL,
    ignoreExtent = TRUE,
    color = "white", specular = "black", lit = FALSE,
    texmipmap = TRUE, texminfilter = "linear.mipmap.linear",
    expand = 1.03,
    texcoords = matrix(c(0, 1, 1, 0, 0, 0, 1, 1), ncol = 2), ...)
```

**Arguments**

- `expression`: Any plotting commands to produce a plot in standard graphics. Ignored if `filename` is not `NULL`.
- `face`: A character string defining which face of the bounding box to use. See Details below.
- `line`: How far out from the bounding box should the quadrilateral be placed? Uses same convention as `mtext3d`: not lines of text, but fraction of the bounding box size.
- `reverse`, `rotate`: Should the image be reversed or rotated? See Details below.
- `x`, `y`, `z`: Specific values to use to override `face`.
- `width`, `height`: Parameters to pass to `png` when creating the bitmap. See Details below.
- `filename`: A `.png` file image to use as the texture.
- `ignoreExtent`: Whether the quadrilateral should be ignored when computing the bounding box of the scene.
- `color`, `specular`, `lit`, `texmipmap`, `texminfilter`, `...`: Material properties to use for the quadrilateral.
- `expand`: Amount by which the quadrilateral is expanded outside the bounding box of the data.
- `texcoords`: Coordinates on the image. Lower left of the bitmap is `c(0,0)`, upper right is `c(1,1)`. 
show2d

Details

The default arguments are chosen to make it easy to place a 2D image on the face of the bounding box. If x, y and z are NULL (the defaults), face will be used as a code for one of the six faces of the bounding box. The first letter should be "x", "y" or "z"; this defines the axis perpendicular to the desired face. If the second letter is "-" or is missing, the face will be chosen to be the face with the lower value on that axis. Any other letter will use the opposite face.

If any of x, y or z is given, the specified value will be used to replace the value calculated above. Usually four values should be given, corresponding to the coordinates of the lower left, lower right, upper right and upper left of the destination for the image before reverse and rotate are used. Fewer values can be used for one or two coordinates; cbind will be used to put together all 3 coordinates into a 4 by 3 matrix (which will be returned as an attribute of the result).

The bitmap plot will by default be oriented so that it is properly oriented when viewed from the direction of the higher values of the perpendicular coordinate, and its lower left corner is at the lower value of the two remaining coordinates. The argument reverse causes the orientation to be mirrored, and rotate causes it to be rotated by multiples of 90 degrees. rotate should be an integer, with 0 for no rotation, 1 for a 90 degree counter-clockwise rotation, etc.

The width and height arguments control the shape and resolution of the bitmap. The defaults give a square bitmap, which is appropriate with the usual c(1,1,1) aspect ratios (see aspect3d). Some tuning may be needed to choose the resolution. The plot will look best when displayed at its original size; shrinking it smaller tends to make it look faded, while expanding it bigger will make it look blurry. If filename is given, the width and height will be taken from the file, and width and height arguments will be ignored.

Value

Invisibly returns the id value of the quadrilateral, with the following attributes:

- value: The value returned by expression.
- xyz: A 4 by 3 matrix giving the coordinates of the corners as used in plotting.
- texcoords: A 4 by 2 matrix giving the texture coordinates of the image.
- filename: The filename for the temporary file holding the bitmap image.

Author(s)

Duncan Murdoch

See Also

bgplot3d uses a plot as the background for the window.

Examples

eexample(plot3d, ask = FALSE)
show2d({
  par(mar=c(0,0,0,0))
  plot(x, y, col = rainbow(1000), axes=FALSE)
})
snapshot3d

Export screenshot

Description

Saves the screenshot to a file.

Usage

```r
rgl.snapshot( filename, fmt = "png", top = TRUE )
snapshot3d( filename = tempfile(fileext = ".png"),
  fmt = "png", top = TRUE,
  ..., scene, width = NULL, height = NULL,
  webshot = as.logical(Sys.getenv("RGL_USE_WEBSHOT", "TRUE")) )
```

Arguments

- `filename` path to file to save.
- `fmt` image export format, currently supported: png. Ignored if `webshot = TRUE`.
- `top` whether to call `rgl.bringtotop`. Ignored if `webshot = TRUE`.
- `...` arguments to pass to `webshot2::webshot`
- `scene` an optional result of `scene3d` or `rglwidget` to plot
- `width, height` optional specifications of output size in pixels
- `webshot` Use the `webshot2` package to take the snapshot

Details

- `rgl.snapshot()` is a low-level function that copies the current RGL window from the screen. Users should use `snapshot3d()` instead; it is more flexible, and (if `webshot2` is installed) can take images even if no window is showing, and they can be larger than the physical screen.

  Animations can be created in a loop modifying the scene and saving each screenshot to a file. Various graphics programs (e.g. ImageMagick) can put these together into a single animation. (See `movie3d` or the example below.)

Value

These functions are mainly called for the side effects. The filename of the saved file is returned invisibly.

Note

When `rgl.useNULL()` is TRUE, only `webshot = TRUE` will produce a snapshot. It requires the `webshot2` package and a Chrome browser. If no suitable browser is found, `snapshot3d()` will revert to `rgl.snapshot()`. To override the automatic search, set environment variable `CHROMOTE_CHROME` to the path to a suitable browser.
rgl.snapshot works by taking an image from the displayed window on-screen. On some systems, the snapshot will include content from other windows if they cover the active RGL window. Setting `top = TRUE` (the default) will use `rgl.bringtotop` before the snapshot to avoid this.

There are likely limits to how large width and height can be set based on the display hardware; if these are exceeded the results are undefined. A typical result is that the snapshot will still be made but at a smaller size.

There are slight differences between the displays with `webshot = TRUE` and `webshot = FALSE`, as the former are rendered using WebGL while the latter are rendered using OpenGL. Often the `webshot = TRUE` displays have better quality, but they are usually slower to produce, sometimes drastically so.

Set the environment variable `RGL_USE_WEBSHOT` to "FALSE" if you want `rgl.snapshot` to be used by default.

**See Also**

`movie3d, view3d`

**Examples**

```r
if (interactive() && !in_pkgdown_example()) {
  saveopts <- options(rgl.useNULL = TRUE)
  plot3d(matrix(rnorm(300), ncol = 3, dimnames = list(NULL, c("x", "y", "z"))),
         col = "red")
  options(saveopts)
  browseURL(snapshot3d())
}
## Not run:
#
## create animation
#
shade3d(oh3d(), color = "red")
rgl.bringtotop()
view3d(0, 20)
olddir <- setwd(tempdir())
for (i in 1:45) {
  view3d(i, 20)
  filename <- paste("pic", formatC(i, digits = 1, flag = "0"), ".png", sep = "")
  snapshot3d(filename)
}
## Now run ImageMagick in tempdir(). Use 'convert' instead of 'magick'
## if you have an older version of ImageMagick:
##   magick -delay 10 *.png -loop 0 pic.gif
setwd(olddir)
## End(Not run)
```
spheres3d

Add spheres

Description

Adds a sphere set shape node to the scene

Usage

spheres3d(x, y = NULL, z = NULL, radius = 1, fastTransparency = TRUE, ...)

Arguments

x, y, z
 Numeric vector of point coordinates corresponding to the center of each sphere. Any reasonable way of defining the coordinates is acceptable. See the function \texttt{xyz.coords} for details.

radius
 Vector or single value defining the sphere radius/radii

fastTransparency
 logical value indicating whether fast sorting should be used for transparency. See the Details.

...
 Material properties. See \texttt{material3d} for details.

Details

If a non-isometric aspect ratio is chosen, these functions will still draw objects that appear to the viewer to be spheres. Use \texttt{ellipse3d} to draw shapes that are spherical in the data scale.

When the scale is not isometric, the radius is measured in an average scale. In this case the bounding box calculation is iterative, since rescaling the plot changes the shape of the spheres in user-coordinates, which changes the bounding box. Versions of \texttt{rgl} prior to 0.92.802 did not do this iterative adjustment.

If any coordinate or radius is \texttt{NA}, the sphere is not plotted.

If a texture is used, its bitmap is wrapped around the sphere, with the top edge at the maximum y coordinate, and the left-right edges joined at the maximum in the z coordinate, centred in x.

If the alpha material value of the spheres is less than the default 1, they need to be drawn in order from back to front. When \texttt{fastTransparency} is \texttt{TRUE}, this is approximated by sorting the centers and drawing complete spheres in that order. This produces acceptable results in most cases, but artifacts may be visible, especially if the \texttt{radius} values vary, or they intersect other transparent objects. Setting \texttt{fastTransparency = FALSE} will cause the sorting to apply to each of the 480 facets of individual spheres. This is much slower, but may produce better output.

Value

A shape ID of the spheres object is returned.
spin3d

See Also

material3d, aspect3d for setting non-isometric scales

Examples

open3d()
spheres3d(rnorm(10), rnorm(10), rnorm(10),
       radius = runif(10), color = rainbow(10))

spin3d

Create a function to spin a scene at a fixed rate

Description

This creates a function to use with play3d to spin an RGL scene at a fixed rate.

Usage

spin3d(axis = c(0, 0, 1), rpm = 5,
       dev = cur3d(), subscene = par3d("listeners", dev = dev))

Arguments

axis The desired axis of rotation
rpm The rotation speed in rotations per minute
dev Which RGL device to use
subscene Which subscene to use

Value

A function with header function(time, base = M), where M is the result of par3d("userMatrix")
at the time the function is created. This function calculates and returns a list containing userMatrix
updated by spinning the base matrix for time seconds at rpm revolutions per minute about the
specified axis.

Note

Prior to rgl version 0.95.1476, the subscene argument defaulted to the current subscene, and any
additional entries would be ignored by play3d. The current default value of par3d("listeners",
dev = dev) means that all subscenes that share mouse responses will also share modifications by
this function.

Author(s)

Duncan Murdoch
Sprites

See Also

`play3d` to play the animation

Examples

```r
# Spin one object
open3d()
plot3d(oh3d(col = "lightblue", alpha = 0.5))
if (!rgl.useNULL() && interactive())
  play3d(spin3d(axis = c(1, 0, 0), rpm = 30), duration = 2)

# Show spinning sprites, and rotate the whole view
open3d()
spriteid <- NULL
spin1 <- spin3d(rpm = 4.5) # the scene spinner
spin2 <- spin3d(rpm = 9) # the sprite spinner

f <- function(time) {
  par3d(skipRedraw = TRUE) # stops intermediate redraws
  on.exit(par3d(skipRedraw = FALSE)) # redraw at the end
  pop3d(id = spriteid) # delete the old sprite
  cubeid <- shade3d(cube3d(), col = "red")
  spriteid <<- sprites3d(0:1, 0:1, 0:1, shape = cubeid,
                         userMatrix = spin2(time,
                                           base = spin1(time)$userMatrix)$userMatrix)
  spin1(time)
}
if (!rgl.useNULL() && interactive())
  play3d(f, duration = 2)
```

Description

Adds a sprite set shape node to the scene.

Usage

```r
sprites3d(x, y = NULL, z = NULL, radius = 1,
          shapes = NULL, userMatrix,
          fixedSize = FALSE,
          adj = .5, pos = NULL, offset = .25,
          rotating = FALSE, ...)
particles3d(x, y = NULL, z = NULL, radius = 1, ...)
```
Arguments

- **x, y, z**: point coordinates. Any reasonable way of defining the coordinates is acceptable. See the function `xyz.coords` for details.
- **radius**: vector or single value defining the sprite radius
- **shapes**: NULL for a simple square, or a vector of identifiers of shapes in the scene
- **userMatrix**: if shape is not NULL, the transformation matrix for the shapes
- **fixedSize**: should sprites remain at a fixed size, or resize with the scene?
- **adj, pos, offset**: positioning arguments; see Details
- **rotating**: should sprites remain at a fixed orientation, or rotate with the scene?

Details

Simple sprites (used when shapes is NULL) are 1 by 1 squares that are directed towards the viewpoint. Their primary use is for fast (and faked) atmospherical effects, e.g. particles and clouds using alpha blended textures. Particles are sprites using an alpha-blended particle texture giving the illusion of clouds and gases. The centre of each square will by default be at the coordinates given by `x, y, z`. This may be adjusted using the `adj` or `pos` parameters.

`adj` and `pos` are treated similarly to the same parameters for `text3d`. `adj` has 3 entries, for adjustment to the `x`, `y` and `z` coordinates respectively. For `x`, a value of 0 puts the sprite to the right of the specified point, 0.5 centers it there, and 1 puts it to the left. The other coordinates are similar. By default, each value is 0.5 and the sprites are centered at the points given by `(x, y, z)`.

The `pos` parameter overrides `adj`. It should be an integer or vector of integers (one per point), interpreted as in `text3d` to position the sprite relative to the `(x, y, z)` point: 0 is centered on it, 1 is below, 2 is to the left, 3 is above, 4 is to the right, 5 is in front, and 6 is behind. `offset` is the fraction of the sprite size to separate it from the point.

When `shapes` is not NULL, it should be a vector of identifiers of objects to plot in the scene (e.g. as returned by plotting functions or by `ids3d`). These objects will be removed from the scene and duplicated as a sprite image in a constant orientation, as specified by `userMatrix`. By default the origin (0, 0, 0) will be plotted at the coordinates given by `(x, y, z)`, perhaps modified by `adj` or `pos`.

The `userMatrix` argument is ignored for shapes = NULL. For shapes, `sprites3d` defaults the matrix to `r3d$defaults$userMatrix`.

If any coordinate is NA, the sprite is not plotted.

The id values of the shapes may be retrieved after plotting using `rgl.attrib(id, "ids");` the user matrix is retrieved using `rgl.attrib(id, "usermatrix").`

Value

These functions are called for the side effect of displaying the sprites. The shape ID of the displayed object is returned.

See Also

- `material3d`, `text3d`
Examples

```r
open3d()
particles3d( rnorm(100), rnorm(100), rnorm(100), color = rainbow(100) )
# is the same as
sprites3d( rnorm(100), rnorm(100), rnorm(100), color = rainbow(100),
    lit = FALSE, alpha = .2,
    textype = "alpha", texture = system.file("textures/particle.png", package = "rgl") )
sprites3d( rnorm(10) + 6, rnorm(10), rnorm(10), shape = shade3d(tetrahedron3d(), col = "red") )
```

---

subdivision3d

Subdivide a mesh

Description

The subdivision surface algorithm divides and refines (deforms) a given mesh recursively to certain degree (depth). The mesh3d algorithm consists of two stages: divide and deform. The divide step generates for each triangle or quad four new triangles or quads, the deform step drags the points (refinement step).

Usage

```r
subdivision3d( x, ...)
## S3 method for class 'mesh3d'
subdivision3d( x, depth = 1, normalize = FALSE,
    deform = TRUE, keepTags = FALSE, ... )
divide.mesh3d(mesh, vb = mesh$vb,
    ib = mesh$ib, it = mesh$it, is = mesh$is,
    keepTags = FALSE)
normalize.mesh3d(mesh)
deform.mesh3d(mesh, vb = mesh$vb, ib = mesh$ib, it = mesh$it,
    is = mesh$is)
```

Arguments

- `x` 3d geometry mesh
- `mesh` 3d geometry mesh
- `depth` recursion depth
- `normalize` normalize mesh3d coordinates after division if deform is TRUE
- `deform` deform mesh
- `keepTags` if TRUE, add a "tags" component to the output.
- `is` indices for segments
- `it` indices for triangular faces
- `ib` indices for quad faces
- `vb` matrix of vertices: 4 x n matrix (rows x, y, z, h) or equivalent vector, where h indicates scaling of each plotted quad
- `...` other arguments (unused)
Details

subdivision3d takes a mesh object and replaces each segment with two new ones, and each triangle or quad with 4 new ones by adding vertices half-way along the edges (and one in the centre of a quad). The positions of the vertices are deformed so that the resulting surface is smoother than the original. These operations are repeated depth times.

The other functions do the individual steps of the subdivision. divide.mesh3d adds the extra vertices. deform.mesh3d does the smoothing by replacing each vertex with the average of each of its neighbours. normalize.mesh3d normalizes the homogeneous coordinates, by setting the 4th coordinate to 1. (The 4th coordinate is used as a weight in the deform step.)

Value

A modified mesh3d object. If keepTags is TRUE, it will contain a tags component. For details, see the clipMesh3d help topic.

See Also

r3d mesh3d

Examples

open3d()
shade3d( subdivision3d( cube3d(), depth = 3 ), color = "red", alpha = 0.5 )

subscene3d

Create, select or modify a subscene

Description

This creates a new subscene, or selects one by id value, or adds objects to one.

Usage

newSubscene3d(viewport = "replace",
projection = "replace",
model = "replace",
mouseMode = "inherit",
parent = currentSubscene3d(),
copyLights = TRUE,
copyShapes = FALSE,
copyBBoxDeco = copyShapes,
copyBackground = FALSE, newviewport,
ignoreExtent)
currentSubscene3d(dev = cur3d())
useSubscene3d(subscene)
addToSubscene3d(ids = tagged3d(tags), tags, subscene = currentSubscene3d())
deSubscene3d(ids = tagged3d(tags), tags, subscene = currentSubscene3d())
gc3d(protect = NULL)
Arguments

viewport, projection, model, mouseMode

How should the new subscene be embedded? Possible values are c("inherit", "modify", "replace"). See Details below.

parent

The parent subscene (defaults to the current subscene).

copyLights, copyShapes, copyBBoxDeco, copyBackground

Whether lights, shapes, bounding box decorations and background should be copied to the new subscene.

newviewport

Optionally specify the new subscene’s viewport (in pixels).

ignoreExtent

Whether to ignore the subscene’s bounding box when calculating the parent bounding box. Defaults to TRUE if model is not "inherit".

dev

Which RGL device to query for the current subscene.

subscene

Which subscene to use or modify.

ids

A vector of integer object ids to add to the subscene. tags

Alternate way to specify ids. Ignored if ids is given.

protect

Object ids to protect from this garbage collection.

Details

The rgl package allows multiple windows to be open; each one corresponds to a “scene”. Within each scene there are one or more “subscenes”. Each subscene corresponds to a rectangular region in the window, and may have its own projection, transformation and behaviour in response to the mouse.

There is always a current subscene: most graphic operations make changes there, e.g. by adding an object to it.

The scene “owns” objects; addToSubscene3d and delFromSubscene3d put their ids into or remove them from the list being displayed within a particular subscene. The gc3d function deletes objects from the scene if they are not visible in any subscene, unless they are protected by having their id included in protect.

The viewport, projection and model parameters each have three possible settings: c("inherit", "modify", "replace"). "inherit" means that the corresponding value from the parent subscene will be used. "replace" means that the new subscene will have its own value of the value, independent of its parent. "modify" means that the child value will be applied first, and then the parent value will be applied. For viewport, this means that if the parent viewport is changed, the child will maintain its relative position. For the two matrices, "modify" is unlikely to give satisfactory results, but it is available for possible use.

The mouseMode parameter can only be one of c("inherit", "replace"). If it is "inherit", the subscene will use the mouse controls of the parent, and any change to them will affect the parent and all children that inherit from it. This is the behaviour that was present before rgl version 0.100.13. If it is "replace", then it will receive a copy of the parent mouse controls, but modifications to them will affect only this subscene, not the parent. Note that this is orthogonal to the par3d("listeners") setting: if another subscene is listed as a listener, it will respond to mouse actions using the same mode as the one receiving them.
The viewport parameter controls the rectangular region in which the subscene is displayed. It is specified using newviewport (in pixels relative to the whole window), or set to match the parent viewport.

The projection parameter controls settings corresponding to the observer. These include the field of view and the zoom; they also include the position of the observer relative to the model. The par3d("projMatrix") matrix is determined by the projection.

The model parameter controls settings corresponding to the model. Mouse rotations affect the model, as does scaling. The par3d("modelMatrix") matrix is determined by these as well as by the position of the observer (since OpenGL assumes that the observer is at (0, 0, 0) after the MODELVIEW transformation). Only those parts concerning the model are inherited when model specifies inheritance, the observer setting is controlled by projection.

If copyBackground is TRUE, the background of the newly created child will overwrite anything displayed in the parent subscene, regardless of depth.

Value

If successful, each function returns the object id of the subscene, with the exception of gc3d, which returns the count of objects which have been deleted, and useSubscene3d, which returns the previously active subscene id.

Author(s)

Duncan Murdoch and Fang He.

See Also

subsceneInfo for information about a subscene, mfrow3d and layout3d to set up multiple panes of subscenes.

Examples

```r
# Show the Earth with a cutout by using clipplanes in subscenes

lat <- matrix(seq(90, -90, length.out = 50)*pi/180, 50, 50, byrow = TRUE)
long <- matrix(seq(-180, 180, length.out = 50)*pi/180, 50, 50)

r <- 6378.1 # radius of Earth in km
x <- r*cos(lat)*cos(long)
y <- r*cos(lat)*sin(long)
z <- r*sin(lat)

open3d()
obj <- surface3d(x, y, z, col = "white",
                 texture = system.file("textures/worldsmall.png", package = "rgl"),
                 specular = "black", axes = FALSE, box = FALSE, xlab = "", ylab = "", zlab = "",
                 normal_x = x, normal_y = y, normal_z = z)

cols <- c(rep("chocolate4", 4), rep("burlywood1", 4), "darkgoldenrod1")
rs <- c(6350, 5639, 4928.5, 4207, 3486, 2763)
```
for (i in seq_along(rs))
  obj <- c(obj, spheres3d(0, 0, col = cols[i], radius = rs[i]))

root <- currentSubscene3d()

newSubscene3d("inherit", "inherit", "inherit", copyShapes = TRUE, parent = root)
clipplanes3d(1, 0, 0, 0)

newSubscene3d("inherit", "inherit", "inherit", copyShapes = TRUE, parent = root)
clipplanes3d(0, 1, 0, 0)

newSubscene3d("inherit", "inherit", "inherit", copyShapes = TRUE, parent = root)
clipplanes3d(0, 0, 1, 0)

# Now delete the objects from the root subscene, to reveal the clipping planes
useSubscene3d(root)
delFromSubscene3d(obj)

subsceneInfo  Get information on subscenes

Description

This function retrieves information about the tree of subscenes shown in the active window.

Usage

subsceneInfo(id = NA, embeddings, recursive = FALSE)

Arguments

id  Which subscene to report on; NA is the current subscene. Set to "root" for the root.
embeddings  Optional new setting for the embeddings for this subscene.
recursive  Whether to report on children recursively.

Details

In RGL, each window contains a tree of “subscenes”, each containing views of a subset of the objects defined in the window.

Rendering in each subscene depends on the viewport, the projection, and the model transformation. Each of these characteristics may be inherited from the parent (embedding[i] = "inherit"), may modify the parent (embedding[i] = "modify"), or may replace the parent (embedding[i] == "replace"). All three must be specified if embeddings is used.
surface3d

Value

- **id**: The object id of the subscene
- **parent**: The object id of the parent subscene, if any
- **children**: If recursive, a list of the information for the children, otherwise just their object ids.
- **embedding**: A vector of 3 components describing how this subscene is embedded in its parent.

Author(s)

Duncan Murdoch

See Also

- newSubscene3d

Examples

```r
example(plot3d)
subsceneInfo()
```

---

**surface3d**

_ADD_ surface

Description

Adds a surface to the current scene. The surface is defined by a matrix defining the height of each grid point and two vectors or matrices defining the grid.

Usage

```r
surface3d(x, y, z, ..., normal_x = NULL, normal_y = NULL, normal_z = NULL,
          texture_s=NULL, texture_t=NULL, flip = FALSE)
```

 Arguments

- **x, y, z**: vectors or matrices of values. See Details.
- **...**: Material properties. See `material3d` for details.
- **normal_x, normal_y, normal_z**: matrices giving the coordinates of normals at each grid point
- **texture_s, texture_t**: matrices giving the texture coordinates at each grid point
- **flip**: flip definition of “up”
Details

Adds a surface mesh to the current scene. The surface is typically defined by a matrix of height values in \( z \) (as in `persp`), but any of \( x, y, \) or \( z \) may be matrices or vectors, as long as at least one is a matrix. (One historical exception is allowed: if all are vectors but the length of \( z \) is the product of the lengths of \( x \) and \( y, z \) is converted to a matrix.)

Dimensions of all matrices must match.

If any of the coordinates are vectors, they are interpreted as follows:

- If \( x \) is a vector, it corresponds to rows of the matrix.
- If \( y \) is a vector, it corresponds to columns of the matrix.
- If \( z \) is a vector, it corresponds to columns unless \( y \) is also a vector, in which case it corresponds to rows.

If the normals are not supplied, they will be calculated automatically based on neighboring points.

Texture coordinates run from 0 to 1 over each dimension of the texture bitmap. If texture coordinates are not supplied, they will be calculated to render the texture exactly once over the grid. Values greater than 1 can be used to repeat the texture over the surface.

`surface3d` always tries to draw the surface with the ‘front’ upwards (typically towards higher \( z \) values). This can be used to render the top and bottom differently; see `material3d` and the example below. If you don’t like its choice, set `flip = TRUE` to use the opposition definition.

NA values in the height matrix are not drawn.

See Also

See `persp3d` for a higher level interface.

Examples

```r
# volcano example taken from "persp"
#
z <- 2 * volcano # Exaggerate the relief
x <- 10 * (1:nrow(z)) # 10 meter spacing (S to N)
y <- 10 * (1:ncol(z)) # 10 meter spacing (E to W)

zlim <- range(z)

colorlut <- terrain.colors(zlen) # height color lookup table

col <- colorlut[ z - zlim[1] + 1 ] # assign colors to heights for each point

open3d()
surface3d(x, y, z, color = col, back = "lines")
```
tagged3d

Find tags on rgl objects.

Description

Objects with material properties may have an arbitrary string set as a tag. This function retrieves the id values associated with a given tag, or the tags set on given ids.

Usage

tagged3d(tags = NULL, ids = NULL, full = FALSE, subscene = 0)

Arguments

tag A vector of tags to use for selection.
ids A vector of ids to report the tags on.
full logical; whether to return a dataframe containing id, type, tag, or a vector of ids or tags.
subscene Where to look: by default, the whole scene is searched. NA restricts the search to the current subscene, or a subscene id can be given.

Details

Exactly one of `tags` and `ids` must be specified.

Value

A dataframe is constructed with columns

<table>
<thead>
<tr>
<th>id</th>
<th>item id</th>
</tr>
</thead>
<tbody>
<tr>
<td>type</td>
<td>item type</td>
</tr>
<tr>
<td>tag</td>
<td>item tag</td>
</tr>
</tbody>
</table>

matching the specified `tags` or `ids` value. If `full = TRUE`, the full dataframe is returned, otherwise just the requested ids or tags.

If `ids` is specified, the return value will be in the same order as `ids`.

Author(s)

Duncan Murdoch

Examples

open3d()
ids <- plot3d(rnorm(10), rnorm(10), rnorm(10), tag = "plot")
unclass(ids)
tagged3d("plot")
tagged3d(ids = ids, full = TRUE)
text3d

Add text to plot

Description

Adds text to the scene. The text is positioned in 3D space. Text is always oriented towards the camera.

Usage

text3d(x, y = NULL, z = NULL, texts, adj = 0.5, pos = NULL, offset = 0.5,
usePlotmath = is.language(texts),
family = par3d("family"), font = par3d("font"),
cex = par3d("cex"), useFreeType = par3d("useFreeType"),
...)
texts3d(x, y = NULL, z = NULL, texts, adj = 0.5, pos = NULL, offset = 0.5,
usePlotmath = is.language(texts),
family = par3d("family"), font = par3d("font"),
cex = par3d("cex"), useFreeType = par3d("useFreeType"),
...)

Arguments

x, y, z  point coordinates. Any reasonable way of defining the coordinates is acceptable. See the function `xyz.coords` for details.

texts  text character vector to draw

adj  one value specifying the horizontal adjustment, or two, specifying horizontal and vertical adjustment respectively, or three, specifying adjustment in all three directions.

pos  a position specifier for the text. If specified, this overrides any adj value given. Values of 0, 1, 2, 3, 4, 5, 6 respectively indicate positions at, below, to the left of, above, to the right of, in front of, and behind the specified coordinates.

offset  when pos is specified, this value gives the offset of the label from the specified coordinate in fractions of a character width.

usePlotmath  logical. Should `plotmath3d` be used for the text?

family  A device-independent font family name, or ""

font  A numeric font number from 1 to 4

cex  A numeric character expansion value

useFreeType  logical. Should FreeType be used to draw text? (See details below.)

...  Material properties; see `material3d` for details.
Details

The adj parameter determines the position of the text relative to the specified coordinate. Use adj = c(0, 0) to place the left bottom corner at (x, y, z), adj = c(0.5, 0.5) to center the text there, and adj = c(1, 1) to put the right top corner there. The optional second coordinate for vertical adjustment defaults to 0.5. Placement is done using the "advance" of the string and the "ascent" of the font relative to the baseline, when these metrics are known.

text3d and texts3d draw text using the r3d conventions. These are synonyms; the former is singular to be consistent with the classic 2-D graphics functions, and the latter is plural to be consistent with all the other graphics primitives. Take your choice!

If any coordinate or text is NA, that text is not plotted.

If usePlotmath is TRUE, the work will be done by the plotmath3d function. This is the default if the texts parameter is “language”, e.g. the result of a call to expression or quote.

Value

The text drawing functions return the object ID of the text object (or sprites, in case of usePlotmath = TRUE) invisibly.

Fonts

Fonts are specified using the family, font, cex, and useFreeType arguments. Defaults for the currently active device may be set using par3d, or for future devices using r3dDefaults.

The family specification is the same as for standard graphics, i.e. families c("serif", "sans", "mono", "symbol") are normally available, but users may add additional families. font numbers are restricted to the range 1 to 4 for standard, bold, italic and bold italic respectively. Font 5 is recoded as family "symbol" font 1, but that is not supported unless specifically installed, so should be avoided.

Using an unrecognized value for "family" will result in the system standard font as used in RGL up to version 0.76. That font is not resizable and font values are ignored.

If useFreeType is TRUE, then RGL will use the FreeType anti-aliased fonts for drawing. This is generally desirable, and it is the default on non-Windows systems if RGL was built to support FreeType.

FreeType fonts are specified using the rglFonts function.

See Also

r3d, plotmath3d, rglExtrafonts for adding fonts

Examples

```r
open3d()
famnum <- rep(1:3, 8)
family <- c("serif", "sans", "mono")[famnum]
font <- rep(rep(1:4, each = 3), 2)
cex <- rep(1:2, each = 12)
text3d(font, cex, famnum, texts = paste(family, font), adj = 0.5,
       color = "blue", family = family, font = font, cex = cex)
```
textureSource

Retrieve source code used to produce texture file.

Description

Internally, **rgl** works with PNG files for textures. If a texture is requested using a different format, a temporary PNG file of the image will be saved. This function allows you to retrieve the original expression used to produce the texture.

Usage

```
textureSource(texture)
```

Arguments

- `texture` (The filename of a texture file. If missing, the directory where texture files are stored will be returned.)

Details

**rgl** creates a new file in the temporary directory whenever a non-PNG texture is used. It will delete them when it knows there are no references and at the end of the session, but conceivably there will be situations where you need to delete them earlier. Calling `textureSource()` with no arguments will give you the directory holding the textures so that they can be deleted sooner.

Value

If `texture` is specified and it is the name of a temporary PNG texture file produced by **rgl**, the expression used to specify the texture will be returned. If it is the name of some other file, `texture` will be returned.

If no argument is given, the session-specific directory holding the temporary texture files will be returned.

See Also

- `material3d`

Examples

```
xyz <- cbind(c(0,1,1,0), c(0,0,1,1), c(0,0,0,0))
st <- xyz[,1:2]

open3d()
id <- quads3d(xyz, texcoords = st,
              texture = as.raster(matrix(colors()[1:120], ncol = 10)),
              col="white")
material3d(id = id, "texture")
textureSource(material3d(id = id, "texture"))
```
thigmophobe3d

Find the direction away from the closest point in a 3d projection

Description

Jim Lemon’s thigmophobe function in the plotrix package computes good directions for labels in a 2D plot. This function does the same for a particular projection in a 3D plot by projecting down to 2D and calling his function.

Usage

thigmophobe3d(x, y = NULL, z = NULL,
P = par3d("projMatrix"),
M = par3d("modelMatrix"),
windowRect = par3d("windowRect"))

Arguments

x, y, z  point coordinates. Any reasonable way of defining the coordinates is acceptable. See the function xyz.coords for details.

P, M, windowRect  The projection and modelview matrices, and the size and position of the display in pixels.

Details

Since thigmophobe3d projects using fixed P and M, it will not necessarily choose good directions if the user rotates the display or makes any other change to the projection.

Value

A vector of values from 1 to 4 to be used as the pos argument in text3d.

Note

The example below shows how to update the directions during an animation; I find that the moving labels are distracting, and prefer to live with fixed ones.

Author(s)

Duncan Murdoch

References

plotrix

See Also

text3d
Examples

```r
if (requireNamespace("plotrix", quietly = TRUE)) {
  # Simulate some data
  xyz <- matrix(rnorm(30), ncol = 3)

  # Plot the data first, to establish the projection
  plot3d(xyz)

  # Now thigmophobe3d can choose directions
  textid <- text3d(xyz, texts = 1:10, pos = thigmophobe3d(xyz))

  # Update the label positions during an animation
  if (interactive() && !rgl.useNULL()) {
    spin <- spin3d(rpm = 5)
    f <- function(time) {
      par3d(skipRedraw = TRUE)
      on.exit(par3d(skipRedraw = FALSE))
      pop3d(id = textid)
      # Need to rotate before thigmophobe3d is called
      result <- spin(time)
      par3d(userMatrix = result$userMatrix)
      textid <<- text3d(xyz, texts = 1:10, pos = thigmophobe3d(xyz))
      result
    }
    play3d(f, duration = 5)
  } else
    textid  # just print the static display
}
```

---

**tkpar3dsave**

*Modal dialog for saving par3d settings*

**Description**

This function opens a TCL/TK modal dialog to allow particular views of an RGL scene to be saved.

**Usage**

```r
tkpar3dsave(params = c("userMatrix", "scale", "zoom", "FOV"),
              times = FALSE, dev = cur3d(), ...)
```

**Arguments**

- **params** Which parameters to save
- **times** Should times be saved as well?
- **dev** Which RGL device to work with
- **...** Additional parameters to pass to `tktoplevel`
Details

This opens a TCL/TK modal dialog box with Record and Quit buttons. Each time Record is clicked, a snapshot is taken of current \texttt{par3d} settings. When Quit is clicked, the dialog closes and the values are returned in a list.

If \texttt{times} == \texttt{TRUE}, then the times at which the views are recorded will also be saved, so that the \texttt{play3d} function will play back with the same timing.

Value

A list of the requested components. Each one will consist of a list of values that were current when the Record button was clicked. These are suitable to be passed directly to the \texttt{par3dinterp} function.

Author(s)

Duncan Murdoch

See Also

\texttt{par3d}, \texttt{par3dinterp}

Examples

if (interactive() \&\& !in_pkgdown_example()) {

    # Record a series of positions, and then play them back immediately
    # at evenly spaced times, in an oscillating loop
    example(plot3d)
    play3d( par3dinterp( tkpar3dsave() ) )

    # As above, but preserve the click timings
    # play3d( par3dinterp( tkpar3dsave(times=TRUE) ) )
}

---

\texttt{tkrgl} \hspace{1cm} \textit{The former tkrgl package}

Description

Functions from the former \texttt{tkrgl} package.
Details

The tkrgl package contained functions to use TCL/TK to control an RGL scene on screen. These functions have now been merged into the rgl package, and the tkrgl package has been archived.

To avoid conflicts with RGL names and to indicate the TCL/TK nature of these functions, they have all been prefixed with tk:

- **tkpar3dsave** Formerly tkrgl::par3dsave, allows interactive saving of scene parameters.
- **tkspin3d, tkspinControl** Formerly tkrgl::spin3d and tkrgl::spinControl, create buttons to spin the scene.

History:

0.2-2 First public release
0.3 Added possibility to control multiple windows
0.4 Compatibility with 2.0.0 tcltk package
0.5 Added continuous rotation
0.6 Added par3dsave
0.7 Added parameters to tkspinControl, fixed startup
0.8 Minor fixes to pass checks
0.9 Merge functions into rgl

---

**tkspin3d**

Create TCL/TK controller for RGL window

### Description

This function creates a TCL/TK window containing buttons to spin and resize one or more RGL windows.

### Usage

```r
tkspin3d(dev = cur3d(), ...)
```

### Arguments

- `dev` A vector of one or more RGL device numbers to control
- `...` Named parameters in that match named formal arguments to tkspinControl are passed there, while others are passed to tktoplevel

### Author(s)

Ming Chen and Duncan Murdoch

### See Also

- tkspinControl
Examples

```r
if (interactive() && !in_pkgdown_example()) {
  open3d()
  points3d(rnorm(100), rnorm(100), rnorm(100), size=3)
  axes3d()
  box3d()
  tkspin3d()
}
```

---

tkspinControl Create a spin control in a TCL/TK window

Description

This function may be used to embed a spin control in a TCL/TK window.

Usage

```r
tkspinControl(base, dev = cur3d(),
              continue=FALSE, speed=30, scale=100, ...)
```

Arguments

- `base` The TCL/TK frame in which to insert this control.
- `dev` A vector of one or more RGL device numbers to control.
- `continue` Initial setting for continuous rotation checkbox.
- `speed` Initial setting for speed slider.
- `scale` Initial setting for scale slider.
- `...` Additional parameters to pass to `tkframe`

Author(s)

Ming Chen and Duncan Murdoch

See Also

- `spin3d`

Examples

```r
if (interactive() && !in_pkgdown_example()) {
  library(tcltk)
  open3d()
  win1 <- cur3d()
  plot3d(rexp(100), rexp(100), rexp(100), size=3, col='green')

  open3d()
```
```r
win2 <- cur3d()
plot3d(rt(100,2), rt(100,2), rt(100, 2), size=3, col='yellow')

open3d()
win3 <- cur3d()
plot3d(rexp(100), rexp(100), rexp(100), size=3, col='red')

open3d()
win4 <- cur3d()
plot3d(rbinom(100,10,0.5), rbinom(100,10,0.5), rbinom(100,10,0.5), size=3, col='cyan')

base <- tktoplevel()
tkwm.title(base, "Spinners")
con1 <- tkspinControl(base, dev=c(win1,win2))
con2 <- tkspinControl(base, dev=c(win3,win4))
tkpack(con1, con2)
```

---

toggleWidget

An HTML widget to toggle display of elements of a scene

Description

This function produces a button in an HTML scene that will toggle the display of items in the scene.

Usage

toggleWidget(sceneId,
ids = tagged3d(tags), tags = NULL, hidden = integer(),
subscenes = NULL,
label,
...)

Arguments

- **sceneId**: The HTML id of the RGL scene being controlled, or an object as in `playwidget`.
- **ids, hidden**: The RGL id numbers of the objects to toggle. Those in `ids` are initially shown; those in `hidden` are initially hidden.
- **tags**: Alternate way to specify `ids`. Ignored if `ids` is given.
- **subscenes**: The subscenes in which to toggle the objects.
- **label**: The label to put on the button. The default is set from the expression passed to `ids` or the value of `tags`.
- **...**: Additional arguments to pass to `playwidget`.
**triangulate**

**Description**

This algorithm decomposes a general polygon into simple polygons and uses the “ear-clipping” algorithm to triangulate it. Polygons with holes are supported.

**Usage**

```r
triangulate(x, y = NULL, z = NULL, random = TRUE, plot = FALSE, partial = NA)
```

**Arguments**

- `x, y, z` Coordinates of a two-dimensional polygon in a format supported by `xyz.coords`. See Details for how `z` is handled.
- `random` Whether to use a random or deterministic triangulation.
- `plot` Whether to plot the triangulation; mainly for debugging purposes.
- `partial` If the triangulation fails, should partial results be returned?

**Examples**

```r
theplot <- plot3d(rnorm(100), rnorm(100), rnorm(100), col = "red")
widget <- rglwidget(height = 300, width = 300) %>%
  toggleWidget(theplot["data"],
    hidden = theplot[c("xlab", "ylab", "zlab")],
    label = "Points")
if (interactive() || in_pkgdown_example())
  widget
```

**See Also**

toggleButton for the older style of HTML control.
Details

Normally `triangulate` looks only at the x and y coordinates. However, if one of those is constant, it is replaced with the z coordinate if present.

The algorithm works as follows. First, it breaks the polygon into pieces separated by `NA` values in x or y. Each of these pieces should be a simple, non-self-intersecting polygon, separate from the other pieces. (Though some minor exceptions to this rule may work, none are guaranteed). The nesting of these pieces is determined.

The “outer” polygon(s) are then merged with the polygons that they immediately contain, and each of these pieces is triangulated using the ear-clipping algorithm.

Finally, all the triangulated pieces are put together into one result.

Value

A three-by-n array giving the indices of the vertices of each triangle. (No vertices are added; only the original vertices are used in the triangulation.)

The array has an integer vector attribute "nextvert" with one entry per vertex, giving the index of the next vertex to proceed counter-clockwise around outer polygon boundaries, clockwise around inner boundaries.

Note

Not all inputs will succeed, even when a triangulation is possible. Generally using `random = TRUE` will find a successful triangulation if one exists, but it may occasionally take more than one try.

Author(s)

Duncan Murdoch

References

See the Wikipedia article “polygon triangulation” for a description of the ear-clipping algorithm.

See Also

`extrude3d` for a solid extrusion of a polygon, `polygon3d` for a flat display; both use `triangulate`.

Examples

```r
theta <- seq(0, 2*pi, length.out = 25)[-25]
theta <- c(theta, NA, theta, NA, theta, NA, theta, NA, theta)
r <- c(rep(1.5, 24), NA, rep(0.5, 24), NA, rep(0.5, 24), NA, rep(0.3, 24), NA, rep(0.1, 24))
dx <- c(rep(0, 24), NA, rep(0.6, 24), NA, rep(-0.6, 24), NA, rep(-0.6, 24), NA, rep(-0.6, 24))
x <- r*cos(theta) + dx
y <- r*sin(theta)
plot(x, y, type = "n")
polygon(x, y)
triangulate(x, y, plot = TRUE)
open3d()
polygon3d(x, y, x - y, col = "red")
```
**turn3d**

Create a solid of rotation from a two-dimensional curve

---

**Description**

This function “turns” the curve (as on a lathe) to form a solid of rotation along the x axis.

**Usage**

```r
turn3d(x, y = NULL, n = 12, smooth = FALSE, ...)
```

**Arguments**

- `x, y` Points on the curve, in a form suitable for `xy.coords`. The y values must be non-negative.
- `n` How many steps in the rotation?
- `smooth` logical; whether to add normals for a smooth appearance.
- `...` Additional parameters to pass to `tmesh3d`.

**Value**

A mesh object containing triangles and/or quadrilaterals.

**Author(s)**

Fang He and Duncan Murdoch

**See Also**

`extrude3d`

**Examples**

```r
x <- 1:10
y <- rnorm(10)^2
open3d()
shade3d(turn3d(x, y), col = "green")
```
vertexControl

Set attributes of vertices

Description

This is a function to produce actions in a web display. A playwidget or Shiny input control (e.g. a sliderInput control) sets a value which controls attributes of a selection of vertices.

Usage

vertexControl(value = 0, values = NULL, vertices = 1, attributes,
objid = tagged3d(tag), tag,
param = seq_len(NROW(values)) - 1, interp = TRUE)

Arguments

value The value to use for input (typically input$value in a Shiny app.) Not needed with playwidget.
values A matrix of values, each row corresponding to an input value.
vertices Which vertices are being controlled? Specify vertices as a number from 1 to the number of vertices in the objid.
objid A single RGL object id.
tag An alternate way to specify objid.
param Parameter values corresponding to each row of values.
interp Whether to interpolate between rows of values.

Details

This function modifies attributes of vertices in a single object. The attributes are properties of each vertex in a scene; not all are applicable to all objects. In order, they are: coordinates of the vertex "x", "y", "z", color of the vertex "red", "green", "blue", "alpha", normal at the vertex "nx", "ny", "nz", radius of a sphere at the vertex "radius", origin within a texture "ox", "oy" and perhaps "oz", texture coordinates "ts", "tt".

Planes are handled specially. The coefficients a, b, c in the planes3d or clipplanes3d specification are controlled using "nx", "ny", "nz", and d is handled as "offset". The vertices argument is interpreted as the indices of the planes when these attributes are set.

If only one attribute of one vertex is specified, values may be given as a vector and will be treated as a one-column matrix. Otherwise values must be given as a matrix with ncol(values) == max(length(vertices),length(attributes)). The vertices and attributes vectors will be recycled to the same length, and entries from column j of values will be applied to vertex vertices[j], attribute attributes[j].

The value argument is translated into a row (or two rows if interp = TRUE) of values by finding its location in param.
Value

A list of class "rglControl" of cleaned up parameter values, to be used in an RGL widget.

Author(s)

Duncan Murdoch

Examples

```r
saveopts <- options(rgl.useNULL = TRUE)
theta <- seq(0, 6*pi, length.out = 100)
xyz <- cbind(sin(theta), cos(theta), theta)
plot3d(xyz, type="l")
id <- spheres3d(xyz[,1,,drop=FALSE], col="red")

widget <- rglwidget(width=500, height=300) %>%
  playwidget(vertexControl(values=xyz,
                          attributes=c("x", "y", "z"),
                          objid = id, param=1:100),
                          start = 1, stop = 100, rate=10)
if (interactive() || in_pkgdown_example())
  widget
options(saveopts)
```

viewpoint

Set up viewpoint

Description

Set the viewpoint orientation.

Usage

```r
view3d( theta = 0, phi = 15, fov = 60, zoom = 1,
        scale = par3d("scale"), interactive = TRUE, userMatrix,
        type = c("userviewpoint", "modelviewport") )
```

Arguments

- `theta, phi`: polar coordinates in degrees. `theta` rotates round the vertical axis. `phi` rotates round the horizontal axis.
- `fov`: field-of-view angle in degrees
- `zoom`: zoom factor
- `scale`: real length 3 vector specifying the rescaling to apply to each axis
- `interactive`: logical, specifying if interactive navigation is allowed
- `userMatrix`: 4x4 matrix specifying user point of view
- `type`: which viewpoint to set?
Details

The data model can be rotated using the polar coordinates theta and phi. Alternatively, it can
be set in a completely general way using the 4x4 matrix userMatrix. If userMatrix is specified,
theta and phi are ignored.

The pointing device of your graphics user-interface can also be used to set the viewpoint interac-
tively. With the pointing device the buttons are by default set as follows:

- **left** adjust viewpoint position
- **middle** adjust field of view angle
- **right or wheel** adjust zoom factor

The user’s view can be set with fov and zoom.

If the fov angle is set to 0, a parallel or orthogonal projection is used. Small non-zero values (e.g.
0.01 or less, but not 0.0) are likely to lead to rendering errors due to OpenGL limitations.

Prior to version 0.94, all of these characteristics were stored in one viewpoint object. With that
release the characteristics are split into those that affect the projection (the user viewpoint) and
those that affect the model (the model viewpoint). By default, this function sets both, but the type
argument can be used to limit the effect.

See Also

par3d

Examples

```r
## Not run:
# animated round trip tour for 10 seconds

open3d()
shade3d(oh3d(), color = "red")

start <- proc.time()[3]
while ((i <- 36*(proc.time()[3] - start)) < 360) {
  view3d(i, i/4);
}

## End(Not run)
```

writeASY

Write Asymptote code for an RGL scene

Description

Asymptote is a language for 3D graphics that is highly integrated with LaTeX. This is an experi-
mental function to write an Asymptote program to approximate an RGL scene.
Usage

```r
writeASY(scene = scene3d(),
  title = "scene",
  outtype = c("pdf", "eps", "asy", "latex", "pdflatex"),
  prc = TRUE,
  runAsy = "asy %filename%",
  defaultFontsize = 12,
  width = 7, height = 7,
  ppi = 100,
  ids = tagged3d(tags),
  tags = NULL,
  version = "2.65")
```

Arguments

- `scene`: RGL scene object
- `outtype`: What type of file to write? See Details.
- `prc`: Whether to produce an interactive PRC scene.
- `title`: The base of the filename to produce.
- `runAsy`: Code to run the Asymptote program.
- `defaultFontsize`: The default fontsize for text.
- `width, height`: Width and height of the output image, in inches.
- `ppi`: “Pixels per inch” to assume when converting line widths and point sizes (which RGL measures in pixels).
- `ids`: If not NULL, write out just these RGL objects.
- `tags`: Alternate way to specify `ids`. Ignored if `ids` is given.
- `version`: Asymptote version 2.44 had a definition for its “light()” function that was incompatibly changed in versions 2.47 and 2.50. The current code has been tested with version 2.65. If you are using an older version, set `version` to your version number and it may work better.

Details

Asymptote is both a language describing a 2D or 3D graphic, and a program to interpret that language and produce output in a variety of formats including EPS, PDF (interactive or static), etc.

The interactive scene produced with `prc = TRUE` requires `outype = "pdf"`, and (as of this writing) has a number of limitations:

- As far as we know, only Adobe Acrobat Reader of a sufficiently recent version can display these scenes.
- Current versions ignore lighting settings.

Value

The filename of the output file is returned invisibly.
Note

This function is currently under development and limited in the quality of output it produces. Arguments will likely change.

There are a number of differences between the interactive display in Asymptote and the display in RGL. In particular, many objects that are a fixed size in RGL will scale with the image in Asymptote. Defaults have been chosen somewhat arbitrarily; tweaking will likely be needed.

Material properties of surfaces are not yet implemented.

On some systems, the program \texttt{asy} used to process the output has bugs and may fail. Run the example at your own risk!

Author(s)

Duncan Murdoch

References


See Also

\texttt{scene3d} saves a copy of a scene to an R variable; \texttt{rglwidget}, \texttt{writePLY}, \texttt{writeOBJ} and \texttt{writeSTL} write the scene to a file in various other formats.

Examples

```r
## Not run:
# On some systems, the program "asy" used
# to process the output has bugs, so this may fail.
x <- rnorm(20)
y <- rnorm(20)
z <- rnorm(20)
plot3d(x, y, z, type = "s", col = "red")
olddir <- setwd(tempdir())
writeASY(title = "interactive") # Produces interactive.pdf
writeASY(title = "noninteractive", prc = FALSE) # Produces noninteractive.pdf
setwd(olddir)
## End(Not run)
```

---

**writeOBJ**

Read and write Wavefront OBJ format files

Description

\texttt{writeOBJ} writes OBJ files. This is a file format that is commonly used in 3D graphics applications. It does not represent text, but does represent points, lines, polygons (and many other types that RGL doesn’t support). \texttt{readOBJ} reads only some parts of OBJ files.
Usage

```r
writeOBJ(con,
  pointRadius = 0.005, pointShape = icosahedron3d(),
  lineRadius = pointRadius, lineSides = 20,
  pointsAsPoints = FALSE, linesAsLines = FALSE,
  withNormals = TRUE, withTextures = TRUE,
  separateObjects = TRUE,
  ids = tagged3d(tags),
  tags = NULL)
readOBJ(con, ...)
```

Arguments

<table>
<thead>
<tr>
<th>Argument</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>con</code></td>
<td>A connection or filename.</td>
</tr>
<tr>
<td><code>pointRadius</code>, <code>lineRadius</code></td>
<td>The radius of points and lines relative to the overall scale of the figure, if they are converted to polyhedra.</td>
</tr>
<tr>
<td><code>pointShape</code></td>
<td>A mesh shape to use for points if they are converted. It is scaled by the <code>pointRadius</code>.</td>
</tr>
<tr>
<td><code>lineSides</code></td>
<td>Lines are rendered as cylinders with this many sides.</td>
</tr>
<tr>
<td><code>pointsAsPoints</code>, <code>linesAsLines</code></td>
<td>Whether to convert points and lines to “point” and “line” records in the OBJ output.</td>
</tr>
<tr>
<td><code>withNormals</code></td>
<td>Whether to output vertex normals for smooth shading.</td>
</tr>
<tr>
<td><code>separateObjects</code></td>
<td>Whether to mark each RGL object as a separate object in the file.</td>
</tr>
<tr>
<td><code>withTextures</code></td>
<td>Whether to output texture coordinates.</td>
</tr>
<tr>
<td><code>ids</code></td>
<td>The identifiers (from <code>ids3d</code>) of the objects to write. If <code>NULL</code>, try to write everything.</td>
</tr>
<tr>
<td><code>tags</code></td>
<td>Alternate way to specify <code>ids</code>. Ignored if <code>ids</code> is given.</td>
</tr>
<tr>
<td><code>...</code></td>
<td>Additional arguments (typically just <code>material</code>) to pass to <code>tmesh3d</code>.</td>
</tr>
</tbody>
</table>

Details

The current `writeOBJ` implementation only outputs triangles, quads, planes, spheres, points, line segments, line strips and surfaces. It does not output material properties such as colors, since the OBJ format does not support the per-vertex colors that RGL uses.

The `readOBJ` implementation can read faces, normals, and textures coordinates, but ignores material properties (including the specification of the texture file to use). To read a file that uses a single texture, specify it in the `material` argument, e.g. `readOBJ("model.OBJ", material = list(color = "white", texture = "texture.png"))`. There is no support for files that use multiple textures.

The defaults for `pointsAsPoints` and `linesAsLines` have been chosen because Blender ([https://www.blender.org](https://www.blender.org)) does not import points or lines, only polygons. If you are exporting to other software you may want to change them.

If present, texture coordinates are output by default, but the textures themselves are not.
Individual RGL objects are output as separate objects in the file when `separateObjects = TRUE`, the default.

The output file should be readable by Blender and Meshlab; the latter can write in a number of other formats, including U3D, suitable for import into a PDF document.

**Value**

`writeOBJ` invisibly returns the name of the connection to which the data was written.

`readObj` returns a mesh object constructed from the input file.

**Author(s)**

Duncan Murdoch

**References**

The file format was found at [http://www.martinreddy.net/gfx/3d/OBJ.spec](http://www.martinreddy.net/gfx/3d/OBJ.spec) on November 11, 2012.

**See Also**

- `scene3d` saves a copy of a scene to an R variable; `rglwidget`, `writeASY`, `writePLY` and `writeSTL` write the scene to a file in various other formats.

**Examples**

```r
filename <- tempfile(fileext = ".obj")
open3d()
shade3d( icosahedron3d() )
writeOBJ(filename)

# The motivation for writing `readObj()` was to read a shape
# file of Comet 67P/Churyumov-Gerasimenko, from the ESA.
# The file no longer appears to be online, but may still be
# available on archive.org. Here was the original URL:
# cometurl <- "http://sci.esa.int/science-e/www/object/doc.cfm?objectid=54726"
# This code would read and display it:
# open3d()
# shade3d(readOBJ(url(cometurl),
# material = list(col = "gray")))

# Textures are used in a realistic hand image available from
# https://free3d.com/3d-model/realrealsichand-85561.html
# Thanks to Monte Shaffer for pointing this out.
# Decompress the files into the current directory, convert
# `hand_mapNew.jpg` to `hand_mapNew.png`, then use
## Not run:
open3d()
shade3d(readOBJ("hand.OBJ", material = list(color = "white",
shininess = 1, texture = "hand_mapNew.png")))
```
writePLY

Write Stanford PLY format files

Description
This function writes PLY files. This is a simple file format that is commonly used in 3D printing. It does not represent text, only edges and polygons. The writePLY function does the necessary conversions.

Usage

writePLY(con, format = c("little_endian", "big_endian", "ascii"),
  pointRadius = 0.005, pointShape = icosahedron3d(),
  lineRadius = pointRadius, lineSides = 20,
  pointsAsEdges = FALSE, linesAsEdges = pointsAsEdges,
  withColors = TRUE, withNormals = !(pointsAsEdges || linesAsEdges),
  ids = tagged3d(tags), tags = NULL)

Arguments

con          A connection or filename.
format       Which output format. Defaults to little-endian binary.
pointRadius, lineRadius
  The radius of points and lines relative to the overall scale of the figure, if they are converted to polyhedra.
pointShape   A mesh shape to use for points if they are converted. It is scaled by the pointRadius.
lineSides    Lines are rendered as cylinders with this many sides.
pointsAsEdges, linesAsEdges
  Whether to convert points and lines to “Edge” records in the PLY output.
withColors   Whether to output vertex color information.
withNormals  Whether to output vertex normals for smooth shading.
ids          The identifiers (from ids3d) of the objects to write. If NULL, try to write everything.
tags         Select objects with matching tags. Ignored if ids is specified.

Details
The current implementation only outputs triangles, quads, planes, spheres, points, line segments, line strips and surfaces.
The defaults for pointsAsEdges and linesAsEdges have been chosen because Blender (https://www.blender.org) does not import lines, only polygons. If you are exporting to other software you may want to change them.
Since the PLY format only allows one object per file, all RGL objects are combined into a single object when output.

The output file is readable by Blender and Meshlab; the latter can write in a number of other formats, including U3D, suitable for import into a PDF document.

Value

Invisibly returns the name of the connection to which the data was written.

Author(s)

Duncan Murdoch

References

The file format was found on https://www.mathworks.com on November 10, 2012 at a URL that no longer exists; currently the format is described at https://www.mathworks.com/help/vision/ug/the-ply-format.html.

See Also

`scene3d` saves a copy of a scene to an R variable; `rglwidget, writeASY, writeOBJ` and `writeSTL` write the scene to a file in various other formats.

Examples

```r
filename <- tempfile(fileext = "ply")
open3d()
shade3d( icosahedron3d(col = "magenta") )
writePLY(filename)
```
Index

* FOV
  par3d, 84
* activeSubscene
  par3d, 84
* alpha
  material3d, 69
* ambient
  material3d, 69
* antialias
  par3d, 84
* back
  material3d, 69
* bbox
  par3d, 84
* blend
  material3d, 69
* cex
  par3d, 84
* color
  material3d, 69
* depth_mask
  material3d, 69
* depth_test
  material3d, 69
* dplot
  ellipse3d, 53
  par3d interp, 89
  play3d, 104
  spin3d, 181
* dynamic
  abclines3d, 7
  addNormals, 8
  aspect3d, 22
  axes3d, 25
  bbox3d, 27
  bg3d, 29
  callbacks, 37
  cube3d, 46
  cylinder3d, 47
  grid3d, 61
  light, 66
  material3d, 69
  matrices, 73
  mesh3d, 78
  open3d, 83
  par3d, 84
  persp3d, 93
  planes3d, 102
  plot3d, 109
  primitives, 117
  r3d, 120
  rgl-package, 5
  rgl.bringtotop, 126
  rgl.pixels, 128
  rgl.postscript, 129
  rgl.user2window, 134
  scene, 147
  select3d, 152
  shade3d, 167
  shapelist3d, 171
  snapshot3d, 178
  spheres3d, 180
  sprites, 182
  subdivision3d, 184
  surface3d, 189
  text3d, 192
  viewpoint, 205
* emission
  material3d, 69
* family
  par3d, 84
* floating
  material3d, 69
* fog
  material3d, 69
* fontname
  par3d, 84
* font
par3d, 84
* front
  material3d, 69
* graphics
  bgplot3d, 31
  extrude3d, 55
  identify3d, 64
  mfrow3d, 79
  observer3d, 82
  persp3d, 93
  persp3d.deldir, 96
  persp3d.function, 98
  persp3d.triShl, 100
  polygon3d, 115
  readSTL, 121
  rgl.attrib, 123
  scene3d, 148
  selectpoints3d, 154
  subscene3d, 185
  subsceneInfo, 188
  triangulate, 201
  turn3d, 203
  writeOBJ, 208
  writePLY, 211
* ignoreExtent
  par3d, 84
* isTransparent
  material3d, 69
* line_antialias
  material3d, 69
* listeners
  par3d, 84
* lit
  material3d, 69
* lwd
  material3d, 69
* margin
  material3d, 69
* maxClipPlanes
  par3d, 84
* modelMatrix
  par3d, 84
* mouseMode
  par3d, 84
* point_antialias
  material3d, 69
* polygon_offset
  material3d, 69
* projMatrix
  par3d, 84
* rgl.warnBlackTexture
  material3d, 69
* scale
  par3d, 84
* shininess
  material3d, 69
* size
  material3d, 69
* skipRedraw
  par3d, 84
* smooth
  material3d, 69
* specular
  material3d, 69
* tag
  material3d, 69
* texenvmap
  material3d, 69
* texmagfilter
  material3d, 69
* texmipmap
  material3d, 69
* texminfilter
  material3d, 69
* texmode
  material3d, 69
* texture
  material3d, 69
* textype
  material3d, 69
* useFreeType
  par3d, 84
* userMatrix
  par3d, 84
* userProjection
  par3d, 84
* utilities
  rgl.Sweave, 132
  setupKnitr, 158
* viewport
  par3d, 84
* windowRect
  par3d, 84
* zoom
  par3d, 84
  .check3d, 6
getr3dDefaults (open3d), 83
getShaders (setUserShaders), 164
getWidgetId (asRow), 23
gltfTypes, 59
GramSchmidt, 60
grid, 61
grid3d, 61

highlevel, 160
highlevel (rg1Ids), 138
hook_rgl, 133
hook_rgl (setupKnitr), 158
hook_rglchunk (setupKnitr), 158
hook_webgl, 133, 146
hook_webgl (setupKnitr), 158
hover3d, 62
htmlDependency, 68

icosahedron3d (cube3d), 46
identify, 64, 65
identify3d, 63, 64
identityMatrix (matrices), 73
ids3d, 122–124, 183, 209, 211
ids3d (scene), 147
import, 65
in_pkgdown_example, 65
invisible, 158

kde2d, 113

layout, 79–81
layout3d, 187
layout3d (mfrow3d), 79
legend, 31
legend3d (bgplot3d), 31
light, 66
light3d, 73, 148
light3d (light), 66
lines3d, 51, 116, 121
lines3d (primitives), 117
local_edition, 55
locator, 153
lowlevel, 63, 160
lowlevel (rg1Ids), 138

magick, 105
makeDependency, 67
material3d, 17, 25, 28–30, 66, 69, 84, 102, 110, 115, 117, 149, 169, 180, 181, 183, 189, 190, 192, 194

matrices, 73, 88
merge.mesh3d, 76
mergeVertices, 77
mesh3d, 11, 14–16, 40, 45, 47, 54, 59, 74, 77, 78, 97, 101, 117, 120, 121, 169, 172, 185
mfrow3d, 79, 187
movie3d, 178, 179
movie3d (play3d), 104
mtext, 27
mtext3d, 71, 176
mtext3d (axes3d), 25

newSubscene3d, 80, 81, 189
newSubscene3d (subscene3d), 185
next3d (mfrow3d), 79
normalize.mesh3d (subdivision3d), 184

observer3d, 82, 87
octahedron3d (cube3d), 46
oh3d (cube3d), 46
open3d, 5, 6, 83, 88, 110, 121, 134, 148
options, 158

par, 79–81
par3d, 6, 23, 38, 63, 70, 75, 80, 82, 83, 84, 89, 104, 110, 135, 149, 150, 169, 186, 193, 197, 206
par3dinterp, 89, 91, 105, 197
par3dinterpControl, 91
par3dsave (tkpar3dsave), 196
particles3d (sprites), 182
pch3d, 92
persp, 94, 143, 190
persp3d, 17, 71, 93, 98, 99, 111, 138, 190
persp3d.deldir, 94, 96, 111
persp3d.formula, 94
persp3d.formula (plot3d.formula), 111
persp3d.function, 94, 98
persp3d.tri (persp3d.triSht), 100
persp3d.triSht, 100
pipe, 24
pipe (import), 65
planes3d, 7, 102, 110, 112, 204
play3d, 90, 104, 181, 182, 197
playwidget, 9, 43, 65, 91, 106, 107, 119, 120, 144–146, 152, 173, 200, 201, 204
playwidgetOutput (shiny), 172
plot.default, 110
INDEX

plot3d, 5, 17, 23, 84, 92–94, 109, 111, 113, 138, 149
plot3d.default, 111
plot3d.deldir, 110
plot3d.deldir (persp3d.deldir), 96
plot3d.formula, 111
plot3d.function, 110
plot3d.function (persp3d.function), 98
plot3d.lm, 112
plot3d.rg1object (scene3d), 148
plot3d.rglscene (scene3d), 148
plot3d.tri (persp3d.triSht), 100
plot3d.triSht (persp3d.triSht), 100
plotmath, 114
plotmath3d, 114, 192, 193
plotrix, 195
png, 31, 176
points, 92, 93
points3d, 11, 79, 93, 121
points3d (primitives), 117
poly, 113
polygon3d, 13, 56, 115, 202
pop3d, 28, 66, 67, 118
pop3d (scene), 147
pretty, 26, 28, 61
primitives, 117, 169
print, 158
print.rglId (rglIds), 138
print.rg1object (rglIds), 148
print.rglscene (scene3d), 148
projectDown (Facing3d), 56
propertyControl, 43, 91, 106, 108, 119
qmesh3d, 15, 53
qmesh3d (mesh3d), 78
quads3d, 121
quads3d (primitives), 117
quartz, 158
quote, 193
r3d, 6, 120, 185, 193
r3dDefaults, 30, 69, 84, 88, 137, 148, 193
r3dDefaults (open3d), 83
rainbow, 99
readOBJ (writeOBJ), 208
readSTL, 121
registerSceneChange (sceneChange), 151
renderRglwidget (shiny), 172
renderRglwidget (shiny), 172
RGL (rgl-package), 5
grl, 121, 148
grl (rgl-package), 5
grl-package, 5
grl.attrib, 123, 125, 150, 154
grl.attrib.count (rgl.attrib.info), 124
grl.attrib.info, 124, 124
grl.bringtotop, 104, 126, 178, 179
grl.dev.list (open3d), 83
grl.getAxisCallback, 126
grl.getMouseCallbacks (callbacks), 37
grl.getWheelCallback (callbacks), 37
grl.init, 127
grl.material.names (material3d), 69
grl.material.readonly (material3d), 69
grl.open, 121, 134
grl.par3d.names (par3d), 84
grl.par3d.readonly (par3d), 84
grl.pixels, 128
r11l.postscript, 129, 132
r11l.printRglwidget (rglwidget), 144
r11l.projection, 152
r11l.projection (rgl.user2window), 134
r11l.quit (open3d), 83
r11l.select, 131
r11l.setMouseCallbacks, 85, 86, 161
r11l.setMouseCallbacks (callbacks), 37
r11l.setWheelCallback, 86, 161
r11l.setWheelCallback (callbacks), 37
r11l.snapshot, 105, 129
r11l.snapshot (snapshot3d), 178
r11l.Sweave, 132
r11l.useNULL, 6, 84, 128, 133
r11l.user2window, 134
r11l.window2user (rgl.user2window), 134
RGL_DEBUGGING (makeDependency), 67
RGL_SLOWDEV (setGraphicsDelay), 157
RGL_USE_NULL (rgl.useNULL), 133
RGL_USE_WEBSHOT (snapshot3d), 178
r11lExtrafonts, 135, 137, 193
r11lFonts, 136, 137, 193
r11lHighlevel (rglIds), 138
r11lId (rglIds), 138
r11lIds, 138
r11lLowlevel (rglIds), 138
r11lMouse, 139
r11lobject-class (scene3d), 148
r11lscene-class (scene3d), 148
INDEX

triangles3d (primitives), 117
triangulate, 56, 116, 201
turn3d, 56, 203

useSubscene3d, 5
useSubscene3d (subscene3d), 185

vertexControl, 108, 204
view3d, 88, 130, 179
view3d (viewpoint), 205
viewpoint, 205

wire3d, 121, 172
wire3d (shade3d), 167
wireframe, 143
writeASY, 123, 206, 210, 212
writeOBJ, 123, 149, 150, 208, 208, 212
writePLY, 123, 149, 150, 208, 210, 211
writeSTL, 123, 149, 150, 208, 210, 212
writeSTL (readSTL), 121
writeWebGL, 52, 149

xy.coords, 117, 203
xyz.coords, 7, 14, 15, 48, 51, 63, 64, 66, 78, 92, 102, 109, 111, 114, 116, 117, 134, 153, 172, 180, 183, 192, 195, 201