

Package: sbgjackets (via r-universe)

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<https://trevorldavis.com/R/sbgjackets/dev/>

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Description Utilities for small box game jackets.

Depends R (>= 4.1)

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Suggests dotaro.deck, gtable, knitr, testthat, tibble

Additional_repositories <https://trevorld.r-universe.dev>,
<https://piecepackr.r-universe.dev>

Remotes trevorld/dotaro.deck

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check_sbgjackets_dependencies
<i>Check sbgjackets run-time system dependencies</i>

Description

check_sbgjackets_dependencies() checks this sbgjackets run-time system dependencies.

Usage

check_sbgjackets_dependencies()

Details

sbgjackets has the following run-time system dependencies:

- 1. The Carlito font.
- 2. R compiled with support for the Cairo-devices i.e. cairo_pdf().
- 3. System tools to embed various pdf metadata such as exiftool, gs, and/or pdftk.

pcbj_bavarian_pattern *Create playing card box jacket for various playing card decks.*

Description

pcbj_bavarian_pattern() creates a playing card box jacket for a German-suited deck in the Bavarian pattern. pcbj_castilian_pattern() creates a playing card box jacket for a Spanish-suited deck in the Castilian pattern. pcbj_english_pattern() creates a playing card box jacket for a French-suited deck in the English pattern.

Usage

```
pcbj_bavarian_pattern(
  output = NULL,
  ...,
  paper = getOption("papersize", "letter"),
  instructions = FALSE,
  double = FALSE
)
```

```
pcbj_castilian_pattern(
  output = NULL,
  ...,
  paper = getOption("papersize", "letter"),
  instructions = FALSE,
  double = FALSE
)
```

```
pcbj_english_pattern(
  output = NULL,
  ...,
  paper = getOption("papersize", "letter"),
  instructions = FALSE,
  double = FALSE
)
```

Arguments

output	Output file name. Defaults to tempfile(fileext = ".pdf").
...	Should be empty.
paper	Paper size. Usually either "letter" or "a4" but in certain circumstances can be one of "letter", "a4", "poker", "bridge", "legal", "a5", "a3", "special".
instructions	If TRUE then prepend instructions on how to make the jacket to the beginning of the pdf
double	If TRUE produce two jackets instead of one jacket.

Value

The output file name invisibly. As a side effect creates a pdf file.

pcbj_bridge

Create playing card box jacket for traditional card games

Description

pcbj_bridge() creates a playing card box jacket for a Bridge deck. pcbj_canasta() creates two playing card box jackets for the two decks used in Canasta. pcbj_pinochle() creates a playing card box jacket for a Pinochle deck. pcbj_poker() creates a playing card box jacket for a Poker deck.

Usage

```
pcbj_bridge(  
  output = NULL,  
  ...,  
  paper = getOption("papersize", "letter"),  
  instructions = FALSE,  
  double = FALSE  
)  
  
pcbj_canasta(  
  output = NULL,  
  ...,  
  paper = getOption("papersize", "letter"),  
  instructions = FALSE  
)  
  
pcbj_pinochle(  
  output = NULL,  
  ...,  
  paper = getOption("papersize", "letter"),  
  instructions = FALSE,  
  double = FALSE  
)  
  
pcbj_poker(  
  output = NULL,  
  ...,  
  paper = getOption("papersize", "letter"),  
  instructions = FALSE,  
  double = FALSE  
)
```

Arguments

output	Output file name. Defaults to <code>tempfile(fileext = ".pdf")</code> .
...	Should be empty.
paper	Paper size. Usually either "letter" or "a4" but in certain circumstances can be one of "letter", "a4", "poker", "bridge", "legal", "a5", "a3", "special".
instructions	If TRUE then prepend instructions on how to make the jacket to the beginning of the pdf
double	If TRUE produce two jackets instead of one jacket.

Value

The output file name invisibly. As a side effect creates a pdf file.

pcbj_cubes	<i>Create playing card box jackets for generic component storage.</i>
------------	---

Description

`pcbj_cubes()` creates a playing card box jacket for wooden cube storage. `pcbj_dice()` creates a playing card box jacket for dice storage. `pcbj_game_pieces()` creates a playing card box jacket for game piece storage. `pcbj_meeples()` creates a playing card box jacket for meeple storage. `pcbj_polyhedral_dice()` creates a playing card box jacket for polyhedral dice storage.

Usage

```
pcbj_cubes(
  output = NULL,
  ...,
  paper = getOption("papersize", "letter"),
  instructions = FALSE
)

pcbj_dice(
  output = NULL,
  ...,
  paper = getOption("papersize", "letter"),
  instructions = FALSE
)

pcbj_game_pieces(
  output = NULL,
  ...,
  paper = getOption("papersize", "letter"),
  instructions = FALSE
)
```

```
pcbj_meeples(
  output = NULL,
  ...,
  paper = getOption("papersize", "letter"),
  instructions = FALSE
)

pcbj_polyhedral_dice(
  output = NULL,
  ...,
  paper = getOption("papersize", "letter"),
  instructions = FALSE
)
```

Arguments

output	Output file name. Defaults to <code>tempfile(fileext = ".pdf")</code> .
...	Should be empty.
paper	Paper size. Usually either "letter" or "a4" but in certain circumstances can be one of "letter", "a4", "poker", "bridge", "legal", "a5", "a3", "special".
instructions	If TRUE then prepend instructions on how to make the jacket to the beginning of the pdf

Value

The output file name invisibly. As a side effect creates a pdf file.

pcbj_decktet	<i>Create playing card box jacket for the Decktet</i>
--------------	---

Description

`pcbj_decktet()` creates a playing card box jacket for the Decktet.

Usage

```
pcbj_decktet(
  output = NULL,
  ...,
  paper = getOption("papersize", "letter"),
  instructions = FALSE,
  double = FALSE
)
```

Arguments

output	Output file name. Defaults to <code>tempfile(fileext = ".pdf")</code> .
...	Should be empty.
paper	Paper size. Usually either "letter" or "a4" but in certain circumstances can be one of "letter", "a4", "poker", "bridge", "legal", "a5", "a3", "special".
instructions	If TRUE then prepend instructions on how to make the jacket to the beginning of the pdf
double	If TRUE produce two jackets instead of one jacket.

Value

The output file name invisibly. As a side effect creates a pdf file.

pcbj_dotaro_deck	<i>Create playing card box jackets for the Dotaro Deck</i>
------------------	--

Description

`pcbj_dotaro_deck()` creates two playing card box jackets for the Dotaro Deck.

Usage

```
pcbj_dotaro_deck(
  output = NULL,
  ...,
  paper = getOption("papersize", "letter"),
  instructions = FALSE
)
```

Arguments

output	Output file name. Defaults to <code>tempfile(fileext = ".pdf")</code> .
...	Should be empty.
paper	Paper size. Usually either "letter" or "a4" but in certain circumstances can be one of "letter", "a4", "poker", "bridge", "legal", "a5", "a3", "special".
instructions	If TRUE then prepend instructions on how to make the jacket to the beginning of the pdf

Value

The output file name invisibly. As a side effect creates a pdf file.

pcbj_everdeck	<i>Create playing card box jacket for the Everdeck</i>
---------------	--

Description

pcbj_everdeck() creates two playing card box jackets for the Everdeck.

Usage

```
pcbj_everdeck(
  output = NULL,
  ...,
  paper = getOption("papersize", "letter"),
  instructions = FALSE
)
```

Arguments

output	Output file name. Defaults to tempfile(fileext = ".pdf").
...	Should be empty.
paper	Paper size. Usually either "letter" or "a4" but in certain circumstances can be one of "letter", "a4", "poker", "bridge", "legal", "a5", "a3", "special".
instructions	If TRUE then prepend instructions on how to make the jacket to the beginning of the pdf

Value

The output file name invisibly. As a side effect creates a pdf file.

pcbj_fox_in_the_forest	<i>Create playing card box jacket for The Fox in the Forest</i>
------------------------	---

Description

pcbj_fox_in_the_forest() creates a playing card box jacket for the game *The Fox in the Forest*.

Usage

```
pcbj_fox_in_the_forest(
  output = NULL,
  ...,
  paper = getOption("papersize", "letter"),
  instructions = FALSE,
  double = FALSE
)
```

Arguments

output	Output file name. Defaults to tempfile(fileext = ".pdf").
...	Should be empty.
paper	Paper size. Usually either "letter" or "a4" but in certain circumstances can be one of "letter", "a4", "poker", "bridge", "legal", "a5", "a3", "special".
instructions	If TRUE then prepend instructions on how to make the jacket to the beginning of the pdf
double	If TRUE produce two jackets instead of one jacket.

Details

Note that these print-and-play playing card box jackets are for **Personal Use Only**.

Value

The output file name invisibly. As a side effect creates a pdf file.

pcbj_mahjong	<i>Create playing card box jacket for Mahjong</i>
--------------	---

Description

pcbj_mahjong() creates two playing card box jackets for a deck of Mahjong cards.

Usage

```
pcbj_mahjong(
  output = NULL,
  ...,
  paper = getOption("papersize", "letter"),
  instructions = FALSE
)
```

Arguments

output	Output file name. Defaults to tempfile(fileext = ".pdf").
...	Should be empty.
paper	Paper size. Usually either "letter" or "a4" but in certain circumstances can be one of "letter", "a4", "poker", "bridge", "legal", "a5", "a3", "special".
instructions	If TRUE then prepend instructions on how to make the jacket to the beginning of the pdf

Value

The output file name invisibly. As a side effect creates a pdf file.

pcbj_qwixx

Create playing card box jacket for Qwixx

Description

pcbj_qwixx() creates a playing card box jacket for the game *Qwixx*.

Usage

```
pcbj_qwixx(
  output = NULL,
  ...,
  paper = getOption("papersize", "letter"),
  instructions = FALSE,
  double = FALSE
)
```

Arguments

output	Output file name. Defaults to tempfile(fileext = ".pdf").
...	Should be empty.
paper	Paper size. Usually either "letter" or "a4" but in certain circumstances can be one of "letter", "a4", "poker", "bridge", "legal", "a5", "a3", "special".
instructions	If TRUE then prepend instructions on how to make the jacket to the beginning of the pdf
double	If TRUE produce two jackets instead of one jacket.

Details

Note that these print-and-play playing card box jackets are for **Personal Use Only**.

Value

The output file name invisibly. As a side effect creates a pdf file.

pcbj_wizard

Create playing card box jacket for Wizard

Description

pcbj_wizard() creates a playing card box jacket for the game *Wizard*.

Usage

```
pcbj_wizard(
  output = NULL,
  ...,
  paper = getOption("papersize", "letter"),
  instructions = FALSE,
  double = FALSE
)
```

Arguments

output	Output file name. Defaults to tempfile(fileext = ".pdf").
...	Should be empty.
paper	Paper size. Usually either "letter" or "a4" but in certain circumstances can be one of "letter", "a4", "poker", "bridge", "legal", "a5", "a3", "special".
instructions	If TRUE then prepend instructions on how to make the jacket to the beginning of the pdf
double	If TRUE produce two jackets instead of one jacket.

Details

Note that these print-and-play playing card box jackets are for **Personal Use Only**.

Value

The output file name invisibly. As a side effect creates a pdf file.

pcw_blorg_in_the_midwest

Create playing card wallet for Blorg in the Midwest

Description

pcw_blorg_in_the_midwest() creates an origami playing card wallet for the game *Blorg in the Midwest*.

Usage

```
pcw_blorg_in_the_midwest(
  output = NULL,
  ...,
  paper = getOption("papersize", "letter")
)
```

Arguments

output	Output file name. Defaults to <code>tempfile(fileext = ".pdf")</code> .
...	Should be empty.
paper	Paper size. Usually either "letter" or "a4" but in certain circumstances can be one of "letter", "a4", "poker", "bridge", "legal", "a5", "a3", "special".

Value

The output file name invisibly. As a side effect creates a pdf file.

pdf_polish_jacket	<i>Polish a jacket pdf with instructions and/or metadata</i>
-------------------	--

Description

`pdf_polish_jacket()` polishes a jacket pdf by adding instructions and/or metadata.

Usage

```
pdf_polish_jacket(output, ..., instructions = FALSE, xmp = NULL)
```

Arguments

output	Filename of a pdf file created by <code>pnpmisc::pdf_create_jacket()</code> or <code>pnpmisc::pdf_create_poker_jacket()</code> .
...	Should be empty.
instructions	If TRUE then prepend instructions on how to make the jacket to the beginning of the pdf
xmp	A <code>xmpdf::xmp()</code> object.

Value

The output filename invisibly

sbgj_black_stones	<i>Create SBG Jackets for Generic Component Storage</i>
-------------------	---

Description

sbgj_black_stones() creates a small box game jacket for black stones. sbgj_cubes() creates a small box game jacket for wooden cubes. sbgj_game_pieces() creates a small box game jacket for game pieces. sbgj_glass_stones() creates a small box game jacket for glass stones. sbgj_marbles() creates a small box game jacket for marbles. sbgj_meeples() creates a small box game jacket for meeples. sbgj_pawns() creates a small box game jacket for pawns. sbgj_polyhedral_dice() creates a small box game jacket for polyhedral dice. sbgj_reversible_discs() creates a small box game jacket for reversible discs. sbgj_white_stones() creates a small box game jacket for white stones.

Usage

```
sbgj_black_stones(  
    output = NULL,  
    ...,  
    paper = getOption("papersize", "letter"),  
    instructions = FALSE  
)  
  
sbgj_cubes(  
    output = NULL,  
    ...,  
    paper = getOption("papersize", "letter"),  
    instructions = FALSE  
)  
  
sbgj_dice(  
    output = NULL,  
    ...,  
    paper = getOption("papersize", "letter"),  
    instructions = FALSE  
)  
  
sbgj_game_pieces(  
    output = NULL,  
    ...,  
    paper = getOption("papersize", "letter"),  
    instructions = FALSE  
)  
  
sbgj_marbles(  
    output = NULL,  
    ...,
```

```
    paper = getOption("papersize", "letter"),
    instructions = FALSE
)

sbgj_glass_stones(
  output = NULL,
  ...,
  paper = getOption("papersize", "letter"),
  instructions = FALSE
)

sbgj_meeples(
  output = NULL,
  ...,
  paper = getOption("papersize", "letter"),
  instructions = FALSE
)

sbgj_pawns(
  output = NULL,
  ...,
  paper = getOption("papersize", "letter"),
  instructions = FALSE
)

sbgj_polyhedral_dice(
  output = NULL,
  ...,
  paper = getOption("papersize", "letter"),
  instructions = FALSE
)

sbgj_reversible_discs(
  output = NULL,
  ...,
  paper = getOption("papersize", "letter"),
  instructions = FALSE
)

sbgj_white_stones(
  output = NULL,
  ...,
  paper = getOption("papersize", "letter"),
  instructions = FALSE
)
```

Arguments

output Output file name. Defaults to `tempfile(fileext = ".pdf")`.

...	Should be empty.
paper	Paper size. Usually either "letter" or "a4" but in certain circumstances can be one of "letter", "a4", "poker", "bridge", "legal", "a5", "a3", "special".
instructions	If TRUE then prepend instructions on how to make the jacket to the beginning of the pdf

Value

The output file name invisibly. As a side effect creates a pdf file.

sbgj_dominoes_all	<i>Create SBG Jacket for Dominoes</i>
-------------------	---------------------------------------

Description

sbgj_dominoes_double6(), sbgj_dominoes_double9(), and sbgj_dominoes_double12() creates a small box game jacket for Double-Six Dominoes, Double-Nine Dominoes, and Double-Twelve Dominoes. sbgj_dominoes_all() creates all of those into a single pdf file.

Usage

```
sbgj_dominoes_all(
  output = NULL,
  ...,
  paper = getOption("papersize", "letter"),
  instructions = TRUE
)

sbgj_dominoes_double6(
  output = NULL,
  ...,
  paper = getOption("papersize", "letter"),
  instructions = FALSE
)

sbgj_dominoes_double9(
  output = NULL,
  ...,
  paper = getOption("papersize", "letter"),
  instructions = FALSE
)

sbgj_dominoes_double12(
  output = NULL,
  ...,
  paper = getOption("papersize", "letter"),
  instructions = FALSE
)
```

Arguments

output	Output file name. Defaults to tempfile(fileext = ".pdf").
...	Should be empty.
paper	Paper size. Usually either "letter" or "a4" but in certain circumstances can be one of "letter", "a4", "poker", "bridge", "legal", "a5", "a3", "special".
instructions	If TRUE then prepend instructions on how to make the jacket to the beginning of the pdf

Value

The output file name invisibly. As a side effect creates a pdf file.

sbgj_dungeon_delver *Create SBG Jacket for Dungeon Delver*

Description

sbgj_dungeon_delver() creates a small box game jacket for **Dungeon Delver**.

Usage

```
sbgj_dungeon_delver(
  output = NULL,
  ...,
  paper = getOption("papersize", "letter"),
  instructions = FALSE
)
```

Arguments

output	Output file name. Defaults to tempfile(fileext = ".pdf").
...	Should be empty.
paper	Paper size. Usually either "letter" or "a4" but in certain circumstances can be one of "letter", "a4", "poker", "bridge", "legal", "a5", "a3", "special".
instructions	If TRUE then prepend instructions on how to make the jacket to the beginning of the pdf

Details

Note that this print-and-play small box game jacket is for **Personal Use Only**.

Value

The output file name invisibly. As a side effect creates a pdf file.

sbgj_looney_pyramids *Create SBG Jacket for Looney Pyramids*

Description

sbgj_looney_pyramids() creates a small box game jacket for **Looney Pyramids**. sbgj_homeworlds() creates a small box game jacket for **Homeworlds**. sbgj_ice_duo() creates a small box game jacket for **Ice Duo**. sbgj_jinxx() creates a small box game jacket for **Jinxx**. sbgj_martian_chess() creates a small box game jacket for **Martian Chess**. sbgj_nomids() creates a small box game jacket for **Nomids**.

Usage

```
sbgj_looney_pyramids(  
    output = NULL,  
    ...,  
    paper = getOption("papersize", "letter"),  
    instructions = FALSE  
)  
  
sbgj_homeworlds(  
    output = NULL,  
    ...,  
    paper = getOption("papersize", "letter"),  
    instructions = FALSE  
)  
  
sbgj_ice_duo(  
    output = NULL,  
    ...,  
    paper = getOption("papersize", "letter"),  
    instructions = FALSE  
)  
  
sbgj_jinxx(  
    output = NULL,  
    ...,  
    paper = getOption("papersize", "letter"),  
    instructions = FALSE  
)  
  
sbgj_martian_chess(  
    output = NULL,  
    ...,  
    silver = FALSE,  
    paper = getOption("papersize", "letter"),  
    instructions = FALSE  
)
```

```

)

sbgj_nomids(
  output = NULL,
  ...,
  paper = getOption("papersize", "letter"),
  instructions = FALSE,
  custom = FALSE
)

```

Arguments

output	Output file name. Defaults to tempfile(fileext = ".pdf").
...	Should be left empty.
paper	Paper size. Usually either "letter" or "a4" but in certain circumstances can be one of "letter", "a4", "poker", "bridge", "legal", "a5", "a3", "special".
instructions	If TRUE then prepend instructions on how to make the jacket to the beginning of the pdf
silver	If TRUE make jacket for silver Martian Chess.
custom	If TRUE use custom back imagery.

Details

Note that these print-and-play small box game jackets are for **Personal Use Only**. These jackets use images by Looney Labs. These jackets are **not** for distribution. For more information see the Looney Labs FAQ: <https://faq.looneylabs.com/non-gameplay-questions/working-with-looney-labs#1774>.

Value

The output file name invisibly. As a side effect creates a pdf file.

sbgj_nestortiles	<i>Create SBG Jacket for nestorgames products</i>
------------------	---

Description

sbgj_nestortiles() creates a small box game jacket for **Nestortiles**. sbgj_shibumi() creates a small box game jacket for **Shibumi**.

Usage

```

sbj_nestortiles(
  output = NULL,
  ...,
  paper = getOption("papersize", "letter"),
  instructions = FALSE
)

sbj_shibumi(
  output = NULL,
  ...,
  paper = getOption("papersize", "letter"),
  instructions = FALSE
)

```

Arguments

output	Output file name. Defaults to tempfile(fileext = ".pdf").
...	Should be empty.
paper	Paper size. Usually either "letter" or "a4" but in certain circumstances can be one of "letter", "a4", "poker", "bridge", "legal", "a5", "a3", "special".
instructions	If TRUE then prepend instructions on how to make the jacket to the beginning of the pdf

Details

Note that these print-and-play small box game jackets are for **Personal Use Only**.

Value

The output file name invisibly. As a side effect creates a pdf file.

sbj_spirograph	<i>Create SBG Jacket for Spirograph</i>
----------------	---

Description

sbj_spirograph() creates a small box game jacket for **Spirograph**.

Usage

```

sbj_spirograph(
  output = NULL,
  ...,
  paper = getOption("papersize", "letter"),
  instructions = FALSE
)

```

Arguments

output	Output file name. Defaults to tempfile(fileext = ".pdf").
...	Should be empty.
paper	Paper size. Usually either "letter" or "a4" but in certain circumstances can be one of "letter", "a4", "poker", "bridge", "legal", "a5", "a3", "special".
instructions	If TRUE then prepend instructions on how to make the jacket to the beginning of the pdf

Details

Note that this print-and-play small box game jacket is for **Personal Use Only**.

Value

The output file name invisibly. As a side effect creates a pdf file.

sbgj_yinsh	<i>Create SBG Jacket for YINSH</i>
------------	------------------------------------

Description

sbgj_yinsh() creates a small box game jacket for **YINSH**.

Usage

```
sbgj_yinsh(  
  output = NULL,  
  ...,  
  paper = getOption("papersize", "letter"),  
  instructions = FALSE  
)
```

Arguments

output	Output file name. Defaults to tempfile(fileext = ".pdf").
...	Should be empty.
paper	Paper size. Usually either "letter" or "a4" but in certain circumstances can be one of "letter", "a4", "poker", "bridge", "legal", "a5", "a3", "special".
instructions	If TRUE then prepend instructions on how to make the jacket to the beginning of the pdf

Details

Note that these print-and-play small box game jackets are for **Personal Use Only**.

Value

The output file name invisibly. As a side effect creates a pdf file.

sbgjackets_style	<i>Small Box Game Jackets marquee style</i>
------------------	---

Description

sbgjackets_style() returns a marquee style set object to help add text to jackets in a consistent style.

Usage

```
sbgjackets_style(
  size = c("4x6", "poker", "wallet"),
  ...,
  color = "black",
  align = NULL,
  cex = 1
)
```

Arguments

size	Either "4x6" for a 4x6 photo storage box jacket, "poker" for a playing card storage box, or "wallet" for a card wallet origami jacket.
...	Ignored
color	The desired text color.
align	If not NULL the text alignment (e.g. "left", "center", or "right") to use for the "base" style, see marquee::style() for allowed values.
cex	Multiplier applied to the base font size (and hence the line spacing which is relative to the font size).

Value

A marquee style set object.

spineTextGrob

Small Box Game Jacket Grobs

Description

backNotesGrob(), creditsGrob(), spineIconGrob(), and spineTextGrob() are helper grob functions to help make small box game jackets using [pnpmisc::pdf_create_jacket\(\)](#).

Usage

```
spineTextGrob(title, col = "white", size = c("4x6", "poker", "wallet"))
```

```
creditsGrob(
  xmp = xmpdf::xmp(),
  credits = character(),
  icons = FALSE,
  size = c("4x6", "poker", "wallet"),
  ...,
  width = NULL,
  x = NULL,
  cex = 1
)
```

```
backNotesGrob(
  notes,
  col = "black",
  size = c("4x6", "poker", "wallet"),
  ...,
  style = sbgjackets_style(size, color = col)
)
```

```
spineIconGrob(
  players,
  minutes,
  weight,
  col = "white",
  size = c("4x6", "poker", "wallet")
)
```

Arguments

title	Title of small box game jacket (usually game name)
col	Color of text/icons
size	Target box size. Either "4x6", "poker", or "wallet".
xmp	A xmpdf::xmp() object with copyright/license information.

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