

# Package ‘DynDoc’

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**Title** Dynamic document tools

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**Description** A set of functions to create and interact with dynamic documents and vignettes.

**Depends** methods, utils

**Imports** methods

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**LazyLoad** Yes

**Collate** tangleToR.R DynDoc.R vignetteClass.R vigList.R vignetteCode.R zzz.R

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chunkList-class      *Class "chunkList"*

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### Description

This class is essentially a wrapper for the codeChunk class. It contains all of the codeChunks from a vignette file.

### Objects from the Class

Objects can be created by calls of the form `new("chunkList", ...)`.

### Slots

**chunks**: Object of class "list" Stores a list of codeChunk objects, representing all of the code chunks from a vignette file.

**evalEnv**: Object of class "environment" An environment used for evaluation of the code chunks.

### Methods

**show** signature(object = "chunkList"): Displays verbose information about the code chunks

**chunks** signature(object = "chunkList"): Retrieves a list of codeChunk objects

**getAllCodeChunks** signature(object = "chunkList"): Collapses all of the code chunks into one block of code and returns this

**getChunk** signature(object = "chunkList"): Retrieves a specific code chunk

**numChunks** signature(object = "chunkList"): Returns the number of code chunks in this object

**setChunk<-** signature(object = "chunkList", value="character"): Changes the code in a given codeChunk contained by this object

**summary** signature(object = "chunkList"): A less verbose display of information about the object

**evalChunk** signature(object = "chunkList", pos="numeric"): Evaluates the code chunk at the specified position in the chunkList object

### Author(s)

Jeff Gentry

### See Also

[Sweave](#), [codeChunk](#), [vignetteCode](#)

### Examples

```
library("utils")
testfile <- system.file("Sweave", "Sweave-test-1.Rnw", package="utils")
z <- Stangle(testfile, driver=tangleToR)
```

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codeChunk-class	Class "codeChunk"
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### Description

A class to wrap necessary information for a code chunk from a vignette file.

### Objects from the Class

Objects can be created by calls of the form `new("codeChunk", ...)`.

### Slots

**chunkName**: Object of class "character" The name (if one exists) for the code chunk

**chunk**: Object of class "character" The code from the code chunk

**options**: Object of class "SweaveOptions" Any options that were set at the time the code chunk appears in the vignette file

### Methods

**evalChunk** signature(object = "codeChunk", env="environment"): Will evaluate the code in the code chunk using the environment specified. If no environment is specified, `.GlobalEnv` is used.

**show** signature(object = "codeChunk"): Displays the information for the code chunk

**chunk<-** signature(object = "codeChunk", value="character"): Edits the chunk slot of the object

**chunk** signature(object = "codeChunk"): Returns the chunk slot of the object

**chunkName** signature(object = "codeChunk"): Returns the name of the code chunk

**getOptions** signature(object = "codeChunk"): Returns the actual options from the options slot.

**SweaveOptions** signature(object = "codeChunk"): Returns the object stored in the options slot.

### Author(s)

Jeff Gentry

### See Also

[Sweave](#), [SweaveOptions](#), [chunkList](#)

### Examples

```
require("utils")
testfile <- system.file("Sweave", "Sweave-test-1.Rnw", package="utils")
z <- Stangle(testfile, driver=tangleToR)
getChunk(z,1)
```

**Description**

The DynDoc class is used to represent dynamic documents and vignettes in R.

**Slots**

**indexEntry**: Object of class "character" The IndexEntry value from the document file

**title**: Object of class "character" The name of the document

**path**: Object of class "character" The path to the locally stored file

**pdfPath**: Object of class "character" The path to a PDF rendition of the document

**depends**: Object of class "character" Any package dependencies for the document

**requires**: Object of class "character" Any requires level dependencies for the document

**suggests**: Object of class "character" Any suggests level dependencies for the document

**keywords**: Object of class "character" Any keywords for the document

**codeChunks**: Object of class "chunkList" The code chunks contained in this document

**Methods**

**show** signature(object = "DynDoc"): Display information about the dynamic document

**summary** signature(object = "DynDoc"): A more succinct informational display

**chunks** signature(object = "DynDoc"): Returns the code chunks - currently in only for historical compatability with old code

**codeChunks** signature(object = "DynDoc"): Returns the code chunks

**evalChunk** signature(object = "DynDoc"): Will evaluate the R code contained in a chunk

**getChunk** signature(object = "DynDoc"): Retrieves a specific code chunk

**getDepends** signature(object = "DynDoc"): Obtain the Depends slot of the object

**getKeywords** signature(object = "DynDoc"): Obtain the keywords slot of the object

**getRequires** signature(object = "DynDoc"): A get method for the requires slot of this object

**getSuggests** signature(object = "DynDoc"): Obtain the suggests slot of this object

**indexEntry** signature(object = "DynDoc"): Obtain the indexEntry slot of this object

**numChunks** signature(object = "DynDoc"): Returns the number of code chunks for this document

**path** signature(object = "DynDoc"): Obtain the path slot of this object

**pdfPath** signature(object = "DynDoc"): Obtain the pdfPath slot of this object

**setChunk<-** signature(object = "DynDoc"): Change the code for one of the code chunks.

**Author(s)**

Jeff Gentry

**See Also**[Sweave](#)

---

`getPkgVigList`*A function to retrieve a listing of package vignettes*

---

**Description**

Functionality to retrieve vignette metadata, on a per-vignette or a per-package level.

**Usage**

```
getPkgVigList(pkg, vigDescFun=baseVigDesc, vigPath = "/doc/",
vigExt="\.(Rnw|Snw|rnw|snw|Rtex)$", pkgVers = TRUE)
```

```
getVigInfo(vig,pkg=NULL, vigDescFun=baseVigDesc, pkgVers=TRUE)
```

**Arguments**

<code>pkg</code>	Path to a package directory
<code>vig</code>	Filename of a vignette
<code>vigDescFun</code>	Function to provide output string for display
<code>vigPath</code>	Path to directory that contains vignettes in the package
<code>vigExt</code>	Regular expression pattern to match vignette file extensions
<code>pkgVers</code>	Record the package version with the other vignette metadata

**Details**

`getPkgVigList`: This function will look at all vignette files in the directory `<pkg>/<vigPath>`. It will then extract any header information (using `getVigInfo`), and return a list of this information.

`getVigInfo`: This function will retrieve the metadata from a particular vignette file. Any line starting with `'%\Vignette'` is taken to be metadata. Common values include `VignetteIndexEntry` (required), `VignetteKeywords`, `VignetteDepends`, etc. A named list of lists is returned to the user, where the names correspond to the particular metadata variable.

Both functions take a parameter `baseVigDesc`, which is a function to provide the output string to correspond with a vignette summary. This function is directly called by `getVigInfo`. It takes one parameter, which is a `vigInfo` list from `getVigInfo`.

**Author(s)**

Jeff Gentry

**See Also**[vignette](#)**Examples**

```
## Not run:  
## We need a vignette for this to work  
dynPath <- system.file(package="DynDoc")  
vigList <- getPkgVigList(dynPath)  
vigList  
  
## End(Not run)
```

---

`getVignette`*A function to handle vignette files*

---

**Description**

This function will take a vignette file and return a Vignette object in R which can be manipulated further.

**Usage**

```
getVignette(vigPath, eval = TRUE)
```

**Arguments**

<code>vigPath</code>	The file path of the vignette file
<code>eval</code>	Whether or not to evaluate the code chunks

**Details**

This function should still be considered experimental

**Value**

A valid Vignette object representing this vignette

**Author(s)**

Jeff Gentry

**See Also**[Vignette-class](#)

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getVignetteCode      *Functionality to manage code chunks from a vignette*

---

## Description

These functions allow for processing and management of vignette code chunks within R. Users can directly manipulate the code chunks, as well as evaluate them at their option.

## Usage

```
getVignetteCode(vigPath, evalEnv = new.env())  
editVignetteCode(vigCode, pos, code)
```

## Arguments

vigPath	File path of vignette file to process
evalEnv	An environment to use for chunk evaluations
vigCode	The vignetteCode object to edit
pos	The position of the code chunk to edit
code	The new code chunk

## Details

`getVignetteCode`: This function will call `Stangle` using the `tangleToR` driver in order to retrieve the code chunks from the specified vignette file. It will then compile the other pertinent information and return a new `vignetteCode` object.

`editVignetteCode`: This function will edit a code chunk contained within a `vignetteCode` and return a new object representing that change. The evaluation environment in the new object is a copy of the original as well, *\*not\** the same environment.

## Author(s)

Jeff Gentry

## See Also

[Sweave](#), [vignetteCode](#), [tangleToR](#)

---

getVignetteHeader      *A function to read vignette header information*

---

### Description

Given a vignette filename, will read in the vignette header metadata.

### Usage

```
getVignetteHeader(vig, field)
hasVigHeaderField(vig, field="VignetteIndexEntry")
```

### Arguments

vig	Vignette filename
field	A specific field to extract

### Details

The `getVignetteHeader` function will extract the metadata from a vignette file and return it as a named list, where the names of the list elements correspond to the metadata fields, and the elements themselves the values. If a specific field is desired, it can be specified with the 'field' argument.

The `hasVigHeaderField` function is a simple wrapper around `getVignetteHeader` and will most likely be removed in the very near future. It just is a boolean to report if a given header field exists or not.

### Author(s)

Jeff Gentry

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SweaveOptions-class      *Class "SweaveOptions", a class to handle options in Sweave*

---

### Description

A small class designed to hold a set of Sweave options

### Objects from the Class

Objects can be created by calls of the form `new("SweaveOptions", ...)`.

### Slots

`options`: Object of class "list" A list of strings representing options from a Sweave document.



**Methods**

**show** signature(object = "SweaveOptions"): Outputs the options

**getOptions** signature(object = "SweaveOptions"): Retrieves the options

**numOptions** signature(object = "SweaveOptions"): Returns the number of options

**Author(s)**

Jeff Gentry

**See Also**

[Sweave](#), [codeChunk](#)

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tangleToR

*An Sweave driver to retrieve code chunks*

---

**Description**

A driver function for Sweave which will provide the user with code chunks from a vignette file within R. Functionality is very similar to that provided by Stangle except that an R object is returned as opposed to the chunks being written to a file.

**Usage**

```
tangleToR()
```

**Value**

An object of type `chunkList` is returned, which contains the code chunks from the vignette file.

**Author(s)**

Jeff Gentry

**See Also**

[Stangle](#), [Sweave](#), [chunkList](#)

**Examples**

```
require("utils")
testfile <- system.file("Sweave", "Sweave-test-1.Rnw", package="utils")
z <- Stangle(testfile, driver=tangleToR)
```

---

Vignette-class	<i>A Class To Represent Vignettes</i>
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### Description

This is a class that will represent a vignette file in R, it extends the DynDoc class

### Slots

**package:** Object of class "character" The package that this vignette is associated with

**vigPkgVersion:** Object of class "VersionNumber" The version number for this vignette's package

**indexEntry:** Object of class "character", from class "DynDoc" The VignetteIndexEntry field from the document file

**title:** Object of class "character", from class "DynDoc" The title of the vignette

**path:** Object of class "character", from class "DynDoc" The path to the vignette file stored locally

**pdfPath:** Object of class "character", from class "DynDoc" The path to a PDF representation of the vignette

**depends:** Object of class "character", from class "DynDoc" Any package dependencies for this vignette

**requires:** Object of class "character", from class "DynDoc" Any requires level dependencies for this vignette

**suggests:** Object of class "character", from class "DynDoc" Any suggests level dependencies for this vignette

**keywords:** Object of class "character", from class "DynDoc" Any keywords for this vignette

**codeChunks:** Object of class "chunkList", from class "DynDoc" A list of code chunks from this vignette

### Extends

Class "DynDoc", directly.

### Methods

**package** signature(object = "Vignette"): Retrieves the package name that this vignette is associated with

**vigPkgVersion** signature(object = "Vignette"): Retrieves the version of the package that this vignette is associated with

### Note

The Vignette class is extending the DynDoc class by further associating the DynDoc concepts with a specific R package.

**Author(s)**

Jeff Gentry

**See Also**[DynDoc-class](#), [Sweave](#)

---

vignetteCode-class      *Class "vignetteCode"*

---

**Description**

This class represents the code chunks and other related information from a vignette file. It also provides for the ability to evaluate the code chunks in a separate environment.

**Objects from the Class**

Objects can be created by calls of the form `new("vignetteCode", ...)`. Also, a helper function `getVignetteCode` is provided that will do all of the dirty work required to retrieve a `vignetteCode` object from a vignette file.

**Slots**

**chunkList**: Object of class "chunkList" Holds the code chunks from the vignette file

**path**: Object of class "character" The path of the vignette file

**vigPackage**: Object of class "character" The package (if appropriate) that the vignette came from

**depends**: Object of class "character" Any package dependencies for the vignette

**evalEnv**: Object of class "environment" An environment used for evaluation of the code chunks.

**Methods**

**show** signature(object = "vignetteCode"): Displays information about the code contained in the object

**chunkList** signature(object = "vignetteCode"): Retrieves the chunkList object.

**chunks** signature(object = "vignetteCode"): Retrieves the actual code chunks (not wrapped by the chunkList class)

**getDepends** signature(object = "vignetteCode"): Returns the list of package dependencies for this vignette

**evalChunk** signature(object = "vignetteCode", pos="numeric"): Will evaluate the specified code chunk in the evalEnv environment

**evalEnv** signature(object = "vignetteCode"): Returns the evaluation environment

**getChunk** signature(object = "vignetteCode", pos="numeric"): Returns the codeChunk object representing the specified code chunk position

**numChunks** signature(object = "vignetteCode"): Returns the number of chunks in the object

**vigPackage** signature(object = "vignetteCode"): Returns the package the vignette is a part of

**path** signature(object = "vignetteCode"): Returns the local file path to the vignette

**setChunk<-** signature(object = "vignetteCode", pos="numeric", value="character"): Resets the code chunk specified by pos to contain the code specified by value

**summary** signature(object = "vignetteCode"): A less verbose output of information than with show

**Author(s)**

Jeff Gentry

**See Also**

[Sweave](#), [getVignetteCode](#), [editVignetteCode](#), [chunkList](#)

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