

# Package ‘mapdeck’

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**License** GPL-3

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add_animated_arc	<i>Add animated arc</i>
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### Description

The Arc Layer renders raised arcs joining pairs of source and target coordinates

### Usage

```
add_animated_arc(  
  map,  
  data = get_map_data(map),  
  layer_id = NULL,  
  origin,  
  destination,  
  id = NULL,  
  stroke_from = NULL,  
  stroke_from_opacity = NULL,  
  stroke_to = NULL,  
  stroke_to_opacity = NULL,  
  stroke_width = NULL,  
  frequency = 1,  
  animation_speed = 3,  
  trail_length = 5,  
  tilt = NULL,  
  height = NULL,  
  tooltip = NULL,  
  auto_highlight = FALSE,  
  highlight_colour = "#AAFFFFFF",  
  legend = F,  
  legend_options = NULL,  
  legend_format = NULL,  
  palette = "viridis",  
  na_colour = "#808080FF",  
  update_view = TRUE,  
  focus_layer = FALSE,  
  transitions = NULL,  
  digits = 6,  
  brush_radius = NULL  
)
```

### Arguments

map	a mapdeck map object
data	data to be used in the layer. All coordinates are expected to be EPSG:4326 (WGS 84) coordinate system

<code>layer_id</code>	single value specifying an id for the layer. Use this value to distinguish between shape layers of the same type. Layers with the same id are likely to conflict and not plot correctly
<code>origin</code>	vector of longitude and latitude columns, and optionally an elevation column, or an <code>sfc</code> column
<code>destination</code>	vector of longitude and latitude columns, and optionally an elevation column, or an <code>sfc</code> column
<code>id</code>	an id value in data to identify layers when interacting in Shiny apps.
<code>stroke_from</code>	column of data or hex colour to use as the starting stroke colour. If using a hex colour, use either a single value, or a column of hex colours on data
<code>stroke_from_opacity</code>	Either a string specifying the column of data containing the stroke opacity of each shape, or a value between 1 and 255 to be applied to all the shapes. If a hex-string is used as the colour, this argument is ignored and you should include the alpha on the hex string
<code>stroke_to</code>	column of data or hex colour to use as the ending stroke colour. If using a hex colour, use either a single value, or a column of hex colours on data
<code>stroke_to_opacity</code>	Either a string specifying the column of data containing the stroke opacity of each shape, or a value between 1 and 255 to be applied to all the shapes. If a hex-string is used as the colour, this argument is ignored and you should include the alpha on the hex string
<code>stroke_width</code>	width of the stroke in pixels
<code>frequency</code>	column of data, or a single value indicating the number of arcs generated in each animation
<code>animation_speed</code>	the speed of animation
<code>trail_length</code>	the length of trail of each arc
<code>tilt</code>	value to tilt the arcs to the side, in degrees [-90, 90]
<code>height</code>	value to multiply the height.
<code>tooltip</code>	variable of data containing text or HTML to render as a tooltip
<code>auto_highlight</code>	logical indicating if the shape under the mouse should auto-highlight
<code>highlight_colour</code>	hex string colour to use for highlighting. Must contain the alpha component.
<code>legend</code>	either a logical indicating if the legend(s) should be displayed, or a named list indicating which colour attributes should be included in the legend.
<code>legend_options</code>	A list of options for controlling the legend.
<code>legend_format</code>	A list containing functions to apply to legend values. See section <code>legend</code>
<code>palette</code>	string or matrix. String will be one of <code>colourvalues::colour_palettes()</code> . A matrix must have at least 5 rows, and 3 or 4 columns of values between [0, 255], where the 4th column represents the alpha. You can use a named list to specify a different palette for different colour options (where available), e.g. <code>list(fill_colour = "viridis", stroke_colour = "inferno")</code>

na_colour	hex string colour to use for NA values
update_view	logical indicating if the map should update the bounds to include this layer
focus_layer	logical indicating if the map should update the bounds to only include this layer
transitions	list specifying the duration of transitions.
digits	number of digits for rounding coordinates
brush_radius	radius of the brush in metres. Default NULL. If supplied, the arcs will only show if the origin or destination are within the radius of the mouse. If NULL, all arcs are displayed

### Details

add\_arc supports POINT sf objects

MULTIPOINT objects will be treated as single points. That is, if an sf object has one row with a MULTIPOINT object consisting of two points, this will be expanded to two rows of single POINTs. Therefore, if the origin is a MULTIPOINT of two points, and the destination is a single POINT, the code will error as there will be an uneven number of rows

### data

If the data is a simple feature object, the geometry column is automatically detected. If the sf object contains more than one geometry column and you want to use a specific one, you'll need to set the active geometry using `sf::st_geometry(x) <- "your_column"`, where "your\_column" is the name of the column you're activating. See `?sf::st_geometry`

### legend

The legend\_options can be used to control the appearance of the legend. This should be a named list, where the names are one of

- css - a string of valid css for controlling the appearance of the legend
- title - a string to use for the title of the legend
- digits - number to round the legend values to

If the layer allows different fill and stroke colours, you can use different options for each. See examples in [add\\_arc](#).

The legend\_format can be used to control the format of the values in the legend. This should be a named list, where the names are one of

- fill\_colour
- stroke\_colour

depending on which type of colouring the layer supports.

The list elements must be functions to apply to the values in the legend.

**id**

The id is returned to your R session from an interactive shiny environment by observing layer clicks. This is useful for returning the data.frame row relating to the clicked shape.

From within a shiny server you would typically use `observeEvent({input$map_arc_click})`, where 'map' is the map\_id supplied to `mapdeckOutput()`, and 'arc' is the layer you are clicking on

**Examples**

```
## You need a valid access token from Mapbox
key <- 'abc'
set_token( key )

url <- 'https://raw.githubusercontent.com/plotly/datasets/master/2011_february_aa_flight_paths.csv'
flights <- read.csv(url)
flights$id <- seq_len(nrow(flights))
flights$stroke <- sample(1:3, size = nrow(flights), replace = T)
flights$info <- paste0("<b>", flights$airport1, " - ", flights$airport2, "</b>")

mapdeck( style = mapdeck_style("dark"), pitch = 45 ) %>%
  add_animated_arc(
    data = flights
    , layer_id = "arc_layer"
    , origin = c("start_lon", "start_lat")
    , destination = c("end_lon", "end_lat")
    , stroke_from = "airport1"
    , stroke_to = "airport2"
    , stroke_width = "stroke"
    , trail_length = 10
    , tooltip = "info"
    , auto_highlight = TRUE
    , legend = T
    , legend_options = list(
      stroke_from = list( title = "Origin airport" ),
      css = "max-height: 100px;" )
  )

## faster animation_speed
mapdeck( style = mapdeck_style("dark")) %>%
  add_animated_arc(
    data = flights
    , layer_id = "arc_layer"
    , origin = c("start_lon", "start_lat")
    , destination = c("end_lon", "end_lat")
    , stroke_from = "airport1"
    , stroke_to = "airport2"
    , stroke_width = "stroke"
    , trail_length = 10
    , animation_speed = 15
  )
```

---

add_animated_line	<i>Add Animated line</i>
-------------------	--------------------------

---

### Description

The Line Layer renders raised lines joining pairs of source and target coordinates

### Usage

```
add_animated_line(  
  map,  
  data = get_map_data(map),  
  layer_id = NULL,  
  origin,  
  destination,  
  id = NULL,  
  stroke_colour = NULL,  
  stroke_width = NULL,  
  stroke_opacity = NULL,  
  frequency = 1,  
  animation_speed = 3,  
  trail_length = 5,  
  tooltip = NULL,  
  auto_highlight = FALSE,  
  highlight_colour = "#AAFFFFFF",  
  palette = "viridis",  
  na_colour = "#808080FF",  
  legend = FALSE,  
  legend_options = NULL,  
  legend_format = NULL,  
  update_view = TRUE,  
  focus_layer = FALSE,  
  digits = 6,  
  transitions = NULL,  
  brush_radius = NULL  
)
```

### Arguments

map	a mapdeck map object
data	data to be used in the layer. All coordinates are expected to be EPSG:4326 (WGS 84) coordinate system

<code>layer_id</code>	single value specifying an id for the layer. Use this value to distinguish between shape layers of the same type. Layers with the same id are likely to conflict and not plot correctly
<code>origin</code>	vector of longitude and latitude columns, and optionally an elevation column, or an <code>sfc</code> column
<code>destination</code>	vector of longitude and latitude columns, and optionally an elevation column, or an <code>sfc</code> column
<code>id</code>	an id value in data to identify layers when interacting in Shiny apps.
<code>stroke_colour</code>	variable or hex colour to use as the ending stroke colour.
<code>stroke_width</code>	width of the line in metres
<code>stroke_opacity</code>	Either a string specifying the column of data containing the opacity of each shape, or a single value in $[0,255]$ , or $[0, 1)$ , to be applied to all the shapes. Default 255. If a hex-string is used as the colour, this argument is ignored and you should include the alpha on the hex string
<code>frequency</code>	column of data, or a single value indicating the number of arcs generated in each animation
<code>animation_speed</code>	the speed of animation
<code>trail_length</code>	the length of trail of each arc
<code>tooltip</code>	variable of data containing text or HTML to render as a tooltip
<code>auto_highlight</code>	logical indicating if the shape under the mouse should auto-highlight
<code>highlight_colour</code>	hex string colour to use for highlighting. Must contain the alpha component.
<code>palette</code>	string or matrix. String will be one of <code>colourvalues::colour_palettes()</code> . A matrix must have at least 5 rows, and 3 or 4 columns of values between $[0, 255]$ , where the 4th column represents the alpha. You can use a named list to specify a different palette for different colour options (where available), e.g. <code>list(fill_colour = "viridis", stroke_colour = "inferno")</code>
<code>na_colour</code>	hex string colour to use for NA values
<code>legend</code>	either a logical indicating if the legend(s) should be displayed, or a named list indicating which colour attributes should be included in the legend.
<code>legend_options</code>	A list of options for controlling the legend.
<code>legend_format</code>	A list containing functions to apply to legend values. See section <code>legend</code>
<code>update_view</code>	logical indicating if the map should update the bounds to include this layer
<code>focus_layer</code>	logical indicating if the map should update the bounds to only include this layer
<code>digits</code>	number of digits for rounding coordinates
<code>transitions</code>	list specifying the duration of transitions.
<code>brush_radius</code>	radius of the brush in metres. Default NULL. If supplied, the arcs will only show if the origin or destination are within the radius of the mouse. If NULL, all arcs are displayed



## Details

add\_line supports POINT sf objects

MULTIPOINT objects will be treated as single points. That is, if an sf object has one row with a MULTIPOINT object consisting of two points, this will be expanded to two rows of single POINTs. Therefore, if the origin is a MULTIPOINT of two points, and the destination is a single POINT, the code will error as there will be an uneven number of rows

## Examples

```
## You need a valid access token from Mapbox
key <- 'abc'
set_token( key )

url <- 'https://raw.githubusercontent.com/plotly/datasets/master/2011_february_aa_flight_paths.csv'
flights <- read.csv(url)
flights$id <- seq_len(nrow(flights))
flights$stroke <- sample(1:3, size = nrow(flights), replace = T)

mapdeck(style = mapdeck_style("dark"), pitch = 45 ) %>%
  add_animated_line(
    data = flights
    , layer_id = "line_layer"
    , origin = c("start_lon", "start_lat")
    , destination = c("end_lon", "end_lat")
    , stroke_colour = "airport1"
    , stroke_width = "stroke"
    , auto_highlight = TRUE
    , trail_length = 1
    , animation_speed = 1
  )

## Using a 2-sfc-column sf object
library(sfheaders)

sf_flights <- sfheaders::sf_point( flights, x = "start_lon", y = "start_lat", keep = TRUE )
destination <- sfheaders::sfc_point( flights, x = "end_lon", y = "end_lat" )

sf_flights$destination <- destination

mapdeck() %>%
  add_animated_line(
    data = sf_flights
    , origin = 'geometry'
    , destination = 'destination'
    , layer_id = 'arcs'
    , stroke_colour = "airport1"
    , trail_length = 1
    , animation_speed = 2
  )
```

---

`add_arc`*Add arc*

---

### Description

The Arc Layer renders raised arcs joining pairs of source and target coordinates

### Usage

```
add_arc(  
  map,  
  data = get_map_data(map),  
  layer_id = NULL,  
  origin,  
  destination,  
  id = NULL,  
  stroke_from = NULL,  
  stroke_from_opacity = NULL,  
  stroke_to = NULL,  
  stroke_to_opacity = NULL,  
  stroke_width = NULL,  
  tilt = NULL,  
  height = NULL,  
  tooltip = NULL,  
  auto_highlight = FALSE,  
  highlight_colour = "#AAFFFFFF",  
  legend = F,  
  legend_options = NULL,  
  legend_format = NULL,  
  palette = "viridis",  
  na_colour = "#808080FF",  
  update_view = TRUE,  
  focus_layer = FALSE,  
  transitions = NULL,  
  digits = 6,  
  brush_radius = NULL  
)
```

### Arguments

<code>map</code>	a mapdeck map object
<code>data</code>	data to be used in the layer. All coordinates are expected to be EPSG:4326 (WGS 84) coordinate system

layer_id	single value specifying an id for the layer. Use this value to distinguish between shape layers of the same type. Layers with the same id are likely to conflict and not plot correctly
origin	vector of longitude and latitude columns, and optionally an elevation column, or an sfc column
destination	vector of longitude and latitude columns, and optionally an elevatino column, or an sfc column
id	an id value in data to identify layers when interacting in Shiny apps.
stroke_from	column of data or hex colour to use as the staring stroke colour. IIf using a hex colour, use either a single value, or a column of hex colours on data
stroke_from_opacity	Either a string specifying the column of data containing the stroke opacity of each shape, or a value between 1 and 255 to be applied to all the shapes. If a hex-string is used as the colour, this argument is ignored and you should include the alpha on the hex string
stroke_to	column of data or hex colour to use as the ending stroke colour. If using a hex colour, use either a single value, or a column of hex colours on data
stroke_to_opacity	Either a string specifying the column of data containing the stroke opacity of each shape, or a value between 1 and 255 to be applied to all the shapes. If a hex-string is used as the colour, this argument is ignored and you should include the alpha on the hex string
stroke_width	width of the stroke in pixels
tilt	value to tilt the arcs to the side, in degrees [-90, 90]
height	value to multiply the height.
tooltip	variable of data containing text or HTML to render as a tooltip
auto_highlight	logical indicating if the shape under the mouse should auto-highlight
highlight_colour	hex string colour to use for highlighting. Must contain the alpha component.
legend	either a logical indiciating if the legend(s) should be displayed, or a named list indicating which colour attributes should be included in the legend.
legend_options	A list of options for controlling the legend.
legend_format	A list containing functions to apply to legend values. See section legend
palette	string or matrix. String will be one of colourvalues::colour_palettes(). A matrix must have at least 5 rows, and 3 or 4 columns of values between [0, 255], where the 4th column represents the alpha. You can use a named list to specify a different palette for different colour options (where available), e.g. list(fill_colour = "viridis", stroke_colour = "inferno")
na_colour	hex string colour to use for NA values
update_view	logical indicating if the map should update the bounds to include this layer
focus_layer	logical indicating if the map should update the bounds to only include this layer
transitions	list specifying the duration of transitions.

<code>digits</code>	number of digits for rounding coordinates
<code>brush_radius</code>	radius of the brush in metres. Default NULL. If supplied, the arcs will only show if the origin or destination are within the radius of the mouse. If NULL, all arcs are displayed

## Details

`add_arc` supports POINT sf objects

MULTIPOINT objects will be treated as single points. That is, if an sf object has one row with a MULTIPOINT object consisting of two points, this will be expanded to two rows of single POINTs. Therefore, if the origin is a MULTIPOINT of two points, and the destination is a single POINT, the code will error as there will be an uneven number of rows

## data

If data is a simple feature object, you need to supply the origin and destination columns, they aren't automatically detected.

## id

The `id` is returned to your R session from an interactive shiny environment by observing layer clicks. This is useful for returning the data.frame row relating to the clicked shape.

From within a shiny server you would typically use `observeEvent({input$map_arc_click})`, where 'map' is the `map_id` supplied to `mapdeckOutput()`, and 'arc' is the layer you are clicking on

## legend

The `legend_options` can be used to control the appearance of the legend. This should be a named list, where the names are one of

- `css` - a string of valid css for controlling the appearance of the legend
- `title` - a string to use for the title of the legend
- `digits` - number to round the legend values to

If the layer allows different fill and stroke colours, you can use different options for each. See examples in [add\\_arc](#).

The `legend_format` can be used to control the format of the values in the legend. This should be a named list, where the names are one of

- `fill_colour`
- `stroke_colour`

depending on which type of colouring the layer supports.

The list elements must be functions to apply to the values in the legend.

## transitions

The transitions argument lets you specify the time it will take for the shapes to transition from one state to the next. Only works in an interactive environment (Shiny) and on WebGL-2 supported browsers and hardware.

The time is in milliseconds

Available transitions for arc

```
list( origin = 0, destination = 0, stroke_from = 0, stroke_to = 0, stroke_width = 0 )
```

## Examples

```
## You need a valid access token from Mapbox
key <- 'abc'
set_token( key )

url <- 'https://raw.githubusercontent.com/plotly/datasets/master/2011_february_aa_flight_paths.csv'
flights <- read.csv(url)
flights$id <- seq_len(nrow(flights))
flights$stroke <- sample(1:3, size = nrow(flights), replace = T)
flights$info <- paste0("<b>", flights$airport1, " - ", flights$airport2, "</b>")

mapdeck( style = mapdeck_style("dark"), pitch = 45 ) %>%
  add_arc(
    data = flights
    , layer_id = "arc_layer"
    , origin = c("start_lon", "start_lat")
    , destination = c("end_lon", "end_lat")
    , stroke_from = "airport1"
    , stroke_to = "airport2"
    , stroke_width = "stroke"
    , tooltip = "info"
    , auto_highlight = TRUE
    , legend = T
    , legend_options = list(
      stroke_from = list( title = "Origin airport" ),
      css = "max-height: 100px;"
    )
  )

mapdeck( style = mapdeck_style("dark")) %>%
  add_arc(
    data = flights
    , layer_id = "arc_layer"
    , origin = c("start_lon", "start_lat")
    , destination = c("end_lon", "end_lat")
    , stroke_from = "airport1"
    , stroke_to = "airport2"
    , stroke_width = "stroke"
  )

## Arcs can have an elevated start & destination
```

```

flights$start_elev <- sample(100000:1000000, size = nrow(flights), replace = TRUE )

mapdeck( style = mapdeck_style("dark")) %>%
  add_arc(
    data = flights
    , layer_id = "arc_layer"
    , origin = c("start_lon", "start_lat", "start_elev")
    , destination = c("end_lon", "end_lat", "start_elev")
    , stroke_from = "airport1"
    , stroke_to = "airport2"
    , stroke_width = "stroke"
  )

## Using a 2-sfc-column sf object
library(sfheaders)

sf_flights <- sfheaders::sf_point(
  flights
  , x = "start_lon"
  , y = "start_lat"
  , z = "start_elev"
  , keep = TRUE
)
destination <- sfheaders::sfc_point(
  flights
  , x = "end_lon"
  , y = "end_lat"
  , z = "start_elev"
)

sf_flights$destination <- destination

mapdeck(
) %>%
  add_arc(
    data = sf_flights
    , origin = 'geometry'
    , destination = 'destination'
    , layer_id = 'arcs'
    , stroke_from = "airport1"
    , stroke_to = "airport2"
  )

## using a brush

mapdeck(
  , style = mapdeck_style("light")
) %>%
  add_arc(
    data = sf_flights
    , origin = 'geometry'
    , destination = 'destination'
    , layer_id = 'arcs'
  )

```

```

    , stroke_from = "airport1"
    , stroke_to = "airport2"
    , stroke_width = 4
    , brush_radius = 500000
)

```

---

add\_bitmap

*Add bitmap*


---

### Description

Adds an image to a map

### Usage

```

add_bitmap(
  map,
  image,
  bounds,
  desaturate = 0,
  transparent_colour = "#000000",
  tint_colour = "#FFFFFF",
  layer_id = NULL,
  update_view = TRUE,
  focus_layer = FALSE
)

```

### Arguments

map	a mapdeck map object
image	url to an image to use on the map
bounds	coordinates of the bounding box of the image [left, bottom, right, top]
desaturate	the desatruation of the bitmap, in range [0,1], 0 being the original colour and 1 being greyscale
transparent_colour	the colour to use for transparent pixels as a hex string
tint_colour	the colour to tint the bipmap by, as a hex string
layer_id	single value specifying an id for the layer. Use this value to distinguish between shape layers of the same type. Layers with the same id are likely to conflict and not plot correctly
update_view	logical indicating if the map should update the bounds to include this layer
focus_layer	logical indicating if the map should update the bounds to only include this layer

**Examples**

```

set_token( "MAPBOX_TOKEN" )

mapdeck(location = c(-122.3, 37.8), zoom = 10) %>%
  add_bitmap(
    image = paste0(
      'https://raw.githubusercontent.com/uber-common/deck.gl-data/master/',
      'website/sf-districts.png')
    , bounds = c(-122.519, 37.7045, -122.355, 37.829)
  )

mapdeck(location = c(-75.9, 40.9), zoom = 4) %>%
  add_bitmap(
    image = 'https://docs.mapbox.com/mapbox-gl-js/assets/radar.gif'
    , bounds = c(-80.425, 37.936, -71.516, 46.437)
  )

mapdeck(location = c(-75.9, 40.9), zoom = 4) %>%
  add_bitmap(
    image = 'https://docs.mapbox.com/mapbox-gl-js/assets/radar.gif'
    , bounds = c(-80.425, 37.936, -71.516, 46.437)
    , tint_colour = "#FF0000"
  )

mapdeck(location = c(-75.9, 40.9), zoom = 4) %>%
  add_bitmap(
    image = 'https://docs.mapbox.com/mapbox-gl-js/assets/radar.gif'
    , bounds = c(-80.425, 37.936, -71.516, 46.437)
    , desaturate = 1
  )

```

---

add\_column

*Add column*


---

**Description**

The ColumnLayer can be used to render a heatmap of vertical cylinders. It renders a tessellated regular polygon centered at each given position (a "disk"), and extrude it in 3d.

**Usage**

```

add_column(
  map,
  data = get_map_data(map),

```



```

polyline = NULL,
lon = NULL,
lat = NULL,
fill_colour = NULL,
fill_opacity = NULL,
stroke_colour = NULL,
stroke_opacity = NULL,
stroke_width = NULL,
radius = 1000,
elevation = NULL,
elevation_scale = 1,
coverage = 1,
angle = 0,
disk_resolution = 20,
tooltip = NULL,
auto_highlight = FALSE,
highlight_colour = "#AAFFFFFF",
layer_id = NULL,
id = NULL,
palette = "viridis",
na_colour = "#808080FF",
legend = FALSE,
legend_options = NULL,
legend_format = NULL,
update_view = TRUE,
focus_layer = FALSE,
digits = 6,
transitions = NULL,
brush_radius = NULL
)

```

### Arguments

map	a mapdeck map object
data	data to be used in the layer. All coordinates are expected to be EPSG:4326 (WGS 84) coordinate system
polyline	column of data containing the polylines
lon	column containing longitude values
lat	column containing latitude values
fill_colour	column of data or hex colour for the fill colour. If using a hex colour, use either a single value, or a column of hex colours on data
fill_opacity	Either a string specifying the column of data containing the opacity of each shape, or a single value in [0,255], or [0, 1), to be applied to all the shapes. Default 255. If a hex-string is used as the colour, this argument is ignored and you should include the alpha on the hex string
stroke_colour	variable of data or hex colour for the stroke. If used, elevation is ignored. If using a hex colour, use either a single value, or a column of hex colours on data

stroke_opacity	Either a string specifying the column of data containing the opacity of each shape, or a single value in [0,255], or [0, 1), to be applied to all the shapes. Default 255. If a hex-string is used as the colour, this argument is ignored and you should include the alpha on the hex string
stroke_width	width of the stroke in meters. If used, elevation is ignored. Default 1.
radius	in metres. Default 1000
elevation	the height the polygon extrudes from the map. Only available if neither stroke_colour or stroke_width are supplied. Default 0
elevation_scale	value to scale the elevations of the columns Default 1
coverage	radius multiplier, in range [0,1]. The radius of the disk is calculated by coverage * radius
angle	disk rotation, counter-clockwise, in degrees
disk_resolution	The number of sides to render the disk as. The disk is a regular polygon that fits inside the given radius. A higher resolution will yield a smoother look close-up, but also requires more resources to render.
tooltip	variable of data containing text or HTML to render as a tooltip
auto_highlight	logical indicating if the shape under the mouse should auto-highlight
highlight_colour	hex string colour to use for highlighting. Must contain the alpha component.
layer_id	single value specifying an id for the layer. Use this value to distinguish between shape layers of the same type. Layers with the same id are likely to conflict and not plot correctly
id	an id value in data to identify layers when interacting in Shiny apps.
palette	string or matrix. String will be one of colourvalues::colour_palettes(). A matrix must have at least 5 rows, and 3 or 4 columns of values between [0, 255], where the 4th column represents the alpha. You can use a named list to specify a different palette for different colour options (where available), e.g. list(fill_colour = "viridis", stroke_colour = "inferno")
na_colour	hex string colour to use for NA values
legend	either a logical indicating if the legend(s) should be displayed, or a named list indicating which colour attributes should be included in the legend.
legend_options	A list of options for controlling the legend.
legend_format	A list containing functions to apply to legend values. See section legend
update_view	logical indicating if the map should update the bounds to include this layer
focus_layer	logical indicating if the map should update the bounds to only include this layer
digits	number of digits for rounding coordinates
transitions	list specifying the duration of transitions.
brush_radius	radius of the brush in metres. Default NULL. If supplied, the arcs will only show if the origin or destination are within the radius of the mouse. If NULL, all arcs are displayed

## Details

add\_column supports POINT and MULTIPOINT sf objects

## data

If the data is a simple feature object, the geometry column is automatically detected. If the sf object contains more than one geometry column and you want to use a specific one, you'll need to set the active geometry using `sf::st_geometry(x) <- "your_column"`, where "your\_column" is the name of the column you're activating. See `?sf::st_geometry`

## legend

The legend\_options can be used to control the appearance of the legend. This should be a named list, where the names are one of

- css - a string of valid css for controlling the appearance of the legend
- title - a string to use for the title of the legend
- digits - number to round the legend values to

If the layer allows different fill and stroke colours, you can use different options for each. See examples in [add\\_arc](#).

The legend\_format can be used to control the format of the values in the legend. This should be a named list, where the names are one of

- fill\_colour
- stroke\_colour

depending on which type of colouring the layer supports.

The list elements must be functions to apply to the values in the legend.

## id

The id is returned to your R session from an interactive shiny environment by observing layer clicks. This is useful for returning the data.frame row relating to the clicked shape.

From within a shiny server you would typically use `observeEvent({input$map_arc_click})`, where 'map' is the map\_id supplied to `mapdeckOutput()`, and 'arc' is the layer you are clicking on

## Examples

```
## Not run:

## You need a valid access token from Mapbox
key <- 'abc'
set_token( key )

df <- capitals
df$elev <- sample(50000:500000, size = nrow(df), replace = T)
```

```
mapdeck(style = mapdeck_style("dark"), pitch = 45) %>%
add_column(
  data = df
  , lat = "lat"
  , lon = "lon"
  , elevation = "elev"
  , fill_colour = "lon"
  , disk_resolution = 20
  , radius = 100000
  , tooltip = "capital"
)

library(sfheaders)
sf <- sfheaders::sf_point( df, x = "lon", y = "lat" )

sf$elev <- df$elev

mapdeck( style = mapdeck_style("dark"), pitch = 45 ) %>%
add_column(
  data = sf
  , layer_id = "col_layer"
  , elevation = "elev"
  , radius = 100000
  , fill_colour = "country"
)

## End(Not run)
```

---

add_dependencies	<i>Add Dependencies</i>
------------------	-------------------------

---

## Description

Adds the required mapdeck javascript dependencies to a map when not using a mapdeck map.

## Usage

```
add_dependencies(map)
```

## Arguments

map                    the map object to which dependencies will be added

## Examples

```
## use with a google map from googleway
library(googleway)

set_key("GOOGLE_MAP_KEY")

google_map() %>%
  add_dependencies() %>%
  add_scatterplot(
    data = capitals
    , lon = "lon"
    , lat = "lat"
    , fill_colour = "country"
    , radius = 10000
  )
```

---

add\_geojson

*Add Geojson*

---

## Description

The GeoJson Layer takes in GeoJson formatted data and renders it as interactive polygons, lines and points

## Usage

```
add_geojson(
  map,
  data = get_map_data(map),
  layer_id = NULL,
  stroke_colour = NULL,
  stroke_opacity = NULL,
  stroke_width = NULL,
  dash_size = NULL,
  dash_gap = NULL,
  fill_colour = NULL,
  fill_opacity = NULL,
  radius = NULL,
  elevation = NULL,
  extruded = FALSE,
  light_settings = list(),
```

```

legend = F,
legend_options = NULL,
legend_format = NULL,
auto_highlight = FALSE,
tooltip = NULL,
highlight_colour = "#AAFFFFFF",
palette = "viridis",
na_colour = "#808080FF",
line_width_units = c("metres", "pixels"),
line_width_scale = 1,
line_width_min_pixels = 0,
elevation_scale = 1,
point_radius_scale = 1,
point_radius_min_pixels = 1,
update_view = TRUE,
focus_layer = FALSE,
digits = 6,
transitions = NULL
)

```

### Arguments

map	a mapdeck map object
data	data to be used in the layer. Can be a url to GeoJSON
layer_id	single value specifying an id for the layer. Use this value to distinguish between shape layers of the same type. Layers with the same id are likely to conflict and not plot correctly
stroke_colour	column of an sf object, or field inside a GeoJSON property to use for colour
stroke_opacity	column of an sf object, or field inside a GeoJSON property to use for opacity
stroke_width	column of an sf object, or field inside a GeoJSON property to use for width (in meters)
dash_size	size of each dash, relative to the width of the stroke
dash_gap	size of the gap between dashes, relative to the width of the stroke
fill_colour	column of an sf object, or field inside a GeoJSON property to use for colour
fill_opacity	column of an sf object, or field inside a GeoJSON property to use for opacity
radius	radius of points in meters. Default 1. See details
elevation	elevation of polygons. Default 0. See details
extruded	logical indicating if polygons should extrude from the map. If TRUE, stroke_colour for polygons is ignored
light_settings	list of light setting parameters. See <a href="#">light_settings</a>
legend	either a logical indicating if the legend(s) should be displayed, or a named list indicating which colour attributes should be included in the legend. A legend is only shown if you supply one of the colour arguments (fill or stroke)
legend_options	A list of options for controlling the legend.

legend_format	A list containing functions to apply to legend values. See section legend
auto_highlight	logical indicating if the shape under the mouse should auto-highlight
tooltip	variable of data containing text or HTML to render as a tooltip. Only works on sf objects.
highlight_colour	hex string colour to use for highlighting. Must contain the alpha component.
palette	string or matrix. String will be one of <code>colourvalues::colour_palettes()</code> . A matrix must have at least 5 rows, and 3 or 4 columns of values between [0, 255], where the 4th column represents the alpha. You can use a named list to specify a different palette for different colour options (where available), e.g. <code>list(fill_colour = "viridis", stroke_colour = "inferno")</code>
na_colour	hex string colour to use for NA values
line_width_units	The units of the line width, one of 'meters', 'pixels'. When zooming in and out, meter sizes scale with the base map, and pixel sizes remain the same on screen.
line_width_scale	The line width multiplier that multiplied to all lines, including the LineString and MultiLineString features and also the outline for Polygon and MultiPolygon features if the stroked attribute is true
line_width_min_pixels	The minimum line width in pixels.
elevation_scale	Elevation multiplier. The final elevation is calculated by <code>elevationScale * getElevation(d)</code> . <code>elevationScale</code> is a handy property to scale all polygon elevation without updating the data
point_radius_scale	A global radius multiplier for all points.
point_radius_min_pixels	The minimum radius in pixels.
update_view	logical indicating if the map should update the bounds to include this layer
focus_layer	logical indicating if the map should update the bounds to only include this layer
digits	number of digits for rounding coordinates
transitions	list specifying the duration of transitions.

### transitions

The transitions argument lets you specify the time it will take for the shapes to transition from one state to the next. Only works in an interactive environment (Shiny) and on WebGL-2 supported browsers and hardware.

The time is in milliseconds

Available transitions for geojson

`list( fill_colour = 0, stroke_colour = 0, stroke_width = 0, elevation = 0, radius = 0 )`

## Raw Geojson

If using a GeoJSON string, and you **do not** supply one of the colouring arguments, the function will look for these fields inside the `properties` field of the Geojson

### fill\_colour

- `fill_colour`
- `fillColour`
- `fill_color`
- `fillColor`
- `fill`

### stroke\_colour

- `stroke_colour`
- `strokeColour`
- `stroke_color`
- `strokeColor`
- `stroke`
- `line_colour`
- `lineColour`
- `line_color`
- `lineColor`
- `line`

### stroke\_width

- `stroke_width`
- `strokeWdith`
- `line_width`
- `lineWidth`
- `width`
- `elevation`
- `radius`

These colour values should be valid hex-colour strings.

If you **do** provide values for the colouring arguments, the function will assume you want to use specific fields in the geojson for colouring. However, if you only supply a `fill_colour` value, the function will not automatically detect the `stroke_colour` (and vice versa)

## data

If the data is a simple feature object, the geometry column is automatically detected. If the sf object contains more than one geometry column and you want to use a specific one, you'll need to set the active geometry using `sf::st_geometry(x) <- "your_column"`, where "your\_column" is the name of the column you're activating. See `?sf::st_geometry`



**legend**

The `legend_options` can be used to control the appearance of the legend. This should be a named list, where the names are one of

- `css` - a string of valid css for controlling the appearance of the legend
- `title` - a string to use for the title of the legend
- `digits` - number to round the legend values to

If the layer allows different fill and stroke colours, you can use different options for each. See examples in [add\\_arc](#).

The `legend_format` can be used to control the format of the values in the legend. This should be a named list, where the names are one of

- `fill_colour`
- `stroke_colour`

depending on which type of colouring the layer supports.

The list elements must be functions to apply to the values in the legend.

**Examples**

```
## You need a valid access token from Mapbox
key <- 'abc'
set_token( key )

## Not supplying colouring arguments, the function will try and find them in the GeoJSON
mapdeck(
  , location = c(145, -37.9)
  , zoom = 8
  , style = mapdeck_style("dark")
  , pitch = 35
) %>%
  add_geojson(
    data = geojson
    , auto_highlight = TRUE
  )

## only supplying values to use for fill, the stroke will be default
mapdeck(
  , location = c(145, -37.9)
  , zoom = 8
  , style = mapdeck_style("dark")
  , pitch = 35
) %>%
  add_geojson(
    data = geojson
    , fill_colour = "random"
  )
```

```

mapdeck(
  , location = c(145, -37.9)
  , zoom = 8
  , style = mapdeck_style("dark")
  , pitch = 35
) %>%
add_geojson(
  data = geojson
  , fill_colour = "random"
  , stroke_colour = "random"
)

mapdeck(
  , location = c(145, -37.9)
  , zoom = 8
  , style = mapdeck_style("dark")
  , pitch = 35
) %>%
add_geojson(
  data = geojson
  , fill_colour = "random"
  , stroke_colour = "random"
  , elevation = 300
)

## putting elevation and width values onto raw GeoJSON
library(geojsonsf)
sf <- geojsonsf::geojson_sf( geojson )
sf$width <- sample(1:100, size = nrow(sf), replace = TRUE)
sf$elevation <- sample(100:1000, size = nrow(sf), replace = T)
geo <- geojsonsf::sf_geojson( sf )

mapdeck(
  , location = c(145, -37.9)
  , zoom = 8
  , style = mapdeck_style("dark")
  , pitch = 35
) %>%
add_geojson(
  data = geo
)

```

**Description**

Renders flat arcs along the great circle joining pairs of source and target points, specified as longitude/latitude coordinates.

**Usage**

```
add_greatcircle(
  map,
  data = get_map_data(map),
  layer_id = NULL,
  origin,
  destination,
  id = NULL,
  stroke_from = NULL,
  stroke_from_opacity = NULL,
  stroke_to = NULL,
  stroke_to_opacity = NULL,
  stroke_width = NULL,
  wrap_longitude = FALSE,
  tooltip = NULL,
  auto_highlight = FALSE,
  highlight_colour = "#AAFFFFFF",
  legend = F,
  legend_options = NULL,
  legend_format = NULL,
  palette = "viridis",
  na_colour = "#808080FF",
  update_view = TRUE,
  focus_layer = FALSE,
  transitions = NULL,
  digits = 6
)
```

**Arguments**

map	a mapdeck map object
data	data to be used in the layer. All coordinates are expected to be EPSG:4326 (WGS 84) coordinate system
layer_id	single value specifying an id for the layer. Use this value to distinguish between shape layers of the same type. Layers with the same id are likely to conflict and not plot correctly
origin	vector of longitude and latitude columns, and optionally an elevation column, or an sfc column
destination	vector of longitude and latitude columns, and optionally an elevatino column, or an sfc column
id	an id value in data to identify layers when interacting in Shiny apps.

stroke_from	column of data or hex colour to use as the starting stroke colour. If using a hex colour, use either a single value, or a column of hex colours on data
stroke_from_opacity	Either a string specifying the column of data containing the stroke opacity of each shape, or a value between 1 and 255 to be applied to all the shapes. If a hex-string is used as the colour, this argument is ignored and you should include the alpha on the hex string
stroke_to	column of data or hex colour to use as the ending stroke colour. If using a hex colour, use either a single value, or a column of hex colours on data
stroke_to_opacity	Either a string specifying the column of data containing the stroke opacity of each shape, or a value between 1 and 255 to be applied to all the shapes. If a hex-string is used as the colour, this argument is ignored and you should include the alpha on the hex string
stroke_width	width of the stroke in pixels
wrap_longitude	logical, whether to automatically wrap longitudes over the 180th antimeridian.
tooltip	variable of data containing text or HTML to render as a tooltip
auto_highlight	logical indicating if the shape under the mouse should auto-highlight
highlight_colour	hex string colour to use for highlighting. Must contain the alpha component.
legend	either a logical indicating if the legend(s) should be displayed, or a named list indicating which colour attributes should be included in the legend.
legend_options	A list of options for controlling the legend.
legend_format	A list containing functions to apply to legend values. See section legend
palette	string or matrix. String will be one of <code>colourvalues::colour_palettes()</code> . A matrix must have at least 5 rows, and 3 or 4 columns of values between [0, 255], where the 4th column represents the alpha. You can use a named list to specify a different palette for different colour options (where available), e.g. <code>list(fill_colour = "viridis", stroke_colour = "inferno")</code>
na_colour	hex string colour to use for NA values
update_view	logical indicating if the map should update the bounds to include this layer
focus_layer	logical indicating if the map should update the bounds to only include this layer
transitions	list specifying the duration of transitions.
digits	number of digits for rounding coordinates

## Details

add\_greatcircle supports POINT sf objects

MULTIPOINT objects will be treated as single points. That is, if an sf object has one row with a MULTIPOINT object consisting of two points, this will be expanded to two rows of single POINTs. Therefore, if the origin is a MULTIPOINT of two points, and the destination is a single POINT, the code will error as there will be an uneven number of rows

**legend**

The `legend_options` can be used to control the appearance of the legend. This should be a named list, where the names are one of

- `css` - a string of valid css for controlling the appearance of the legend
- `title` - a string to use for the title of the legend
- `digits` - number to round the legend values to

If the layer allows different fill and stroke colours, you can use different options for each. See examples in [add\\_arc](#).

The `legend_format` can be used to control the format of the values in the legend. This should be a named list, where the names are one of

- `fill_colour`
- `stroke_colour`

depending on which type of colouring the layer supports.

The list elements must be functions to apply to the values in the legend.

**id**

The `id` is returned to your R session from an interactive shiny environment by observing layer clicks. This is useful for returning the data.frame row relating to the clicked shape.

From within a shiny server you would typically use `observeEvent({input$map_arc_click})`, where 'map' is the `map_id` supplied to `mapdeckOutput()`, and 'arc' is the layer you are clicking on

**Examples**

```
## You need a valid access token from Mapbox
set_token("MAPBOX_TOKEN")

url <- 'https://raw.githubusercontent.com/plotly/datasets/master/2011_february_aa_flight_paths.csv'
flights <- read.csv(url)
flights$id <- seq_len(nrow(flights))
flights$stroke <- sample(1:3, size = nrow(flights), replace = T)
flights$info <- paste0("<b>", flights$airport1, " - ", flights$airport2, "</b>")

mapdeck( style = mapdeck_style("dark"), pitch = 45 ) %>%
  add_greatcircle(
    data = flights
    , layer_id = "greatcircle_layer"
    , origin = c("start_lon", "start_lat")
    , destination = c("end_lon", "end_lat")
    , stroke_from = "airport1"
    , stroke_to = "airport2"
    , stroke_width = "stroke"
    , tooltip = "info"
    , auto_highlight = TRUE
```

```

, legend = T
, legend_options = list(
  stroke_from = list( title = "Origin airport" ),
  css = "max-height: 100px;")
)

mapdeck( style = mapdeck_style("dark")) %>%
  add_greatcircle(
    data = flights
    , layer_id = "greatcircle_layer"
    , origin = c("start_lon", "start_lat")
    , destination = c("end_lon", "end_lat")
    , stroke_from = "airport1"
    , stroke_to = "airport2"
    , stroke_width = "stroke"
  )

## Using a 2-sfc-column sf object
library(sfheaders)

sf_flights <- sfheaders::sf_point( flights, x = "start_lon", y = "start_lat", keep = TRUE )
destination <- sfheaders::sfc_point( flights, x = "end_lon", y = "end_lat" )

sf_flights$destination <- destination

mapdeck() %>%
  add_greatcircle(
    data = sf_flights
    , origin = 'geometry'
    , destination = 'destination'
    , layer_id = 'greatcircles'
    , stroke_from = "airport1"
    , stroke_to = "airport2"
  )

```

---

add\_grid

*Add Grid*


---

### Description

The Grid Layer renders a grid heatmap based on an array of points. It takes the constant size all each cell, projects points into cells. The color and height of the cell is scaled by number of points it contains.

### Usage

```

add_grid(
  map,

```

```

data = get_map_data(map),
lon = NULL,
lat = NULL,
polyline = NULL,
cell_size = 1000,
extruded = TRUE,
elevation = NULL,
elevation_function = c("sum", "mean", "min", "max"),
colour = NULL,
colour_function = c("sum", "mean", "min", "max"),
elevation_scale = 1,
colour_range = NULL,
legend = FALSE,
legend_options = NULL,
auto_highlight = FALSE,
highlight_colour = "#AAFFFFFF",
layer_id = NULL,
update_view = TRUE,
focus_layer = FALSE,
digits = 6,
transitions = NULL,
brush_radius = NULL
)

```

### Arguments

map	a mapdeck map object
data	data to be used in the layer. All coordinates are expected to be EPSG:4326 (WGS 84) coordinate system
lon	column containing longitude values
lat	column containing latitude values
polyline	optional column of data containing the polylines, if using encoded polylines
cell_size	size of each cell in meters. Default 1000
extruded	logical indicating if cells are elevated or not. Default TRUE
elevation	the height the polygon extrudes from the map. Only available if neither stroke_colour or stroke_width are supplied. Default 0
elevation_function	one of 'min', 'mean', 'max', 'sum'. IF supplied it specifies how the elevation values are calculated. Defaults to sum.
colour	column containing numeric values to colour by.
colour_function	one of 'min', 'mean', 'max', 'sum'. If supplied it specifies how the colour values are calculated. Defaults to sum.
elevation_scale	elevation multiplier.
colour_range	vector of 6 hex colours

legend	either a logical indicating if the legend(s) should be displayed, or a named list indicating which colour attributes should be included in the legend.
legend_options	A list of options for controlling the legend.
auto_highlight	logical indicating if the shape under the mouse should auto-highlight
highlight_colour	hex string colour to use for highlighting. Must contain the alpha component.
layer_id	single value specifying an id for the layer. Use this value to distinguish between shape layers of the same type. Layers with the same id are likely to conflict and not plot correctly
update_view	logical indicating if the map should update the bounds to include this layer
focus_layer	logical indicating if the map should update the bounds to only include this layer
digits	number of digits for rounding coordinates
transitions	list specifying the duration of transitions.
brush_radius	radius of the brush in metres. Default NULL. If supplied, the arcs will only show if the origin or destination are within the radius of the mouse. If NULL, all arcs are displayed

### Details

add\_grid supports POINT and MULTIPOINT sf objects

### data

If the data is a simple feature object, the geometry column is automatically detected. If the object contains more than one geometry column and you want to use a specific one, you'll need to set the active geometry using `sf::st_geometry(x) <- "your_column"`, where "your\_column" is the name of the column you're activating. See `?sf::st_geometry`

### See Also

add\_hexagon

### Examples

```
## You need a valid access token from Mapbox
key <- 'abc'
set_token( key )

df <- read.csv(paste0(
  'https://raw.githubusercontent.com/uber-common/deck.gl-data/master/',
  'examples/3d-heatmap/heatmap-data.csv'
))

df <- df[ !is.na(df$lng ), ]

mapdeck( style = mapdeck_style("dark"), pitch = 45 ) %>%
add_grid(
```



```
    data = df
    , lat = "lat"
    , lon = "lng"
    , cell_size = 5000
    , elevation_scale = 50
    , layer_id = "grid_layer"
    , auto_highlight = TRUE
  )

## using sf object
library(sfheaders)
sf <- sfheaders::sf_point( df, x = "lng", y = "lat")

mapdeck( style = mapdeck_style("dark"), pitch = 45 ) %>%
add_grid(
  data = sf
  , cell_size = 5000
  , elevation_scale = 50
  , layer_id = "grid_layer"
  , auto_highlight = TRUE
)

## using colour and elevation functions, and legends
df$val <- sample(1:10, size = nrow(df), replace = T)

mapdeck( style = mapdeck_style("dark"), pitch = 45) %>%
add_grid(
data = df
, lat = "lat"
, lon = "lng"
, layer_id = "hex_layer"
, elevation_scale = 100
, legend = T
, colour_function = "max"
, colour = "val"
)

mapdeck( style = mapdeck_style("dark"), pitch = 45) %>%
add_grid(
data = df
, lat = "lat"
, lon = "lng"
, layer_id = "hex_layer"
, elevation_scale = 10
, legend = T
, elevation_function = "mean"
, elevation = "val"
)
```

---

 add\_heatmap

*Add Heatmap*


---

### Description

The Heatmap Layer can be used to visualise spatial distribution of data. It implements Gaussian Kernel Density Estimation to render the heatmaps.

### Usage

```
add_heatmap(
  map,
  data = get_map_data(map),
  lon = NULL,
  lat = NULL,
  polyline = NULL,
  weight = NULL,
  colour_range = NULL,
  radius_pixels = 30,
  intensity = 1,
  threshold = 0.05,
  layer_id = NULL,
  update_view = TRUE,
  focus_layer = FALSE,
  digits = 6,
  transitions = NULL
)
```

### Arguments

map	a mapdeck map object
data	data to be used in the layer. All coordinates are expected to be EPSG:4326 (WGS 84) coordinate system
lon	column containing longitude values
lat	column containing latitude values
polyline	optional column of data containing the polylines, if using encoded polylines
weight	the weight of each value. Default 1
colour_range	vector of 6 hex colours
radius_pixels	Radius of the circle in pixels, to which the weight of an object is distributed
intensity	Value that is multiplied with the total weight at a pixel to obtain the final weight. A value larger than 1 biases the output color towards the higher end of the spectrum, and a value less than 1 biases the output color towards the lower end of the spectrum

threshold	The HeatmapLayer reduces the opacity of the pixels with relatively low weight to create a fading effect at the edge. A larger threshold smoothens the boundaries of color blobs, while making pixels with low relative weight harder to spot (due to low alpha value). Threshold is defined as the ratio of the fading weight to the max weight, between 0 and 1. For example, 0.1 affects all pixels with weight under 10% of the max.
layer_id	single value specifying an id for the layer. Use this value to distinguish between shape layers of the same type. Layers with the same id are likely to conflict and not plot correctly
update_view	logical indicating if the map should update the bounds to include this layer
focus_layer	logical indicating if the map should update the bounds to only include this layer
digits	number of digits for rounding coordinates
transitions	list specifying the duration of transitions.

### Details

add\_heatmap supports POINT and MULTIPOINT sf objects

### note

The current version of this layer is supported only for WebGL2 enabled browsers So you may find it doesn't render in the RStudio viewer.

### transitions

The transitions argument lets you specify the time it will take for the shapes to transition from one state to the next. Only works in an interactive environment (Shiny) and on WebGL-2 supported browsers and hardware.

The time is in milliseconds

Available transitions for heatmap

```
list( intensity = 0, threshold = 0, radius_pixels = 0 )
```

### data

If the data is a simple feature object, the geometry column is automatically detected. If the sf object contains more than one geometry column and you want to use a specific one, you'll need to set the active geometry using `sf::st_geometry(x) <- "your_column"`, where "your\_column" is the name of the column you're activating. See `?sf::st_geometry`

### Examples

```
## You need a valid access token from Mapbox
key <- 'abc'
set_token( key )

df <- read.csv(paste0(
```

```

'https://raw.githubusercontent.com/uber-common/deck.gl-data/master/',
'examples/3d-heatmap/heatmap-data.csv'
))

df <- df[ !is.na(df$lng), ]
df$weight <- sample(1:10, size = nrow(df), replace = T)

mapdeck( style = mapdeck_style('dark'), pitch = 45 ) %>%
add_heatmap(
  data = df
  , lat = "lat"
  , lon = "lng"
  , weight = "weight",
  , layer_id = "heatmap_layer"
)

## as an sf object
library(sfheaders)
sf <- sfheaders::sf_point( df, x = "lng", y = "lat")

mapdeck( style = mapdeck_style('dark'), pitch = 45 ) %>%
add_heatmap(
  data = sf
  , weight = "weight",
  , layer_id = "heatmap_layer"
)

```

---

add\_hexagon

*Add hexagon*


---

## Description

The Hexagon Layer renders a hexagon heatmap based on an array of points. It takes the radius of hexagon bin, projects points into hexagon bins. The color and height of the hexagon is scaled by number of points it contains.

## Usage

```

add_hexagon(
  map,
  data = get_map_data(map),
  polyline = NULL,
  lon = NULL,
  lat = NULL,
  layer_id = NULL,
  radius = 1000,

```

```

elevation = NULL,
elevation_function = c("sum", "mean", "min", "max"),
colour = NULL,
colour_function = c("sum", "mean", "min", "max"),
legend = FALSE,
legend_options = NULL,
elevation_scale = 1,
auto_highlight = FALSE,
highlight_colour = "#AAFFFFFF",
colour_range = NULL,
update_view = TRUE,
focus_layer = FALSE,
digits = 6,
transitions = NULL,
brush_radius = NULL
)

```

### Arguments

map	a mapdeck map object
data	data to be used in the layer. All coordinates are expected to be EPSG:4326 (WGS 84) coordinate system
polyline	column of data containing the polylines
lon	column containing longitude values
lat	column containing latitude values
layer_id	single value specifying an id for the layer. Use this value to distinguish between shape layers of the same type. Layers with the same id are likely to conflict and not plot correctly
radius	in metres. Default 1000
elevation	column containing the elevation of the value.
elevation_function	one of 'min', 'mean', 'max', 'sum'. IF supplied it specifies how the elevation values are calculated. Defaults to sum.
colour	column containing numeric values to colour by.
colour_function	one of 'min', 'mean', 'max', 'sum'. If supplied it specifies how the colour values are calculated. Defaults to sum.
legend	logical indicating if a legend should be displayed
legend_options	A list of options for controlling the legend.
elevation_scale	value to scale the elevations of the hexagons. Default 1
auto_highlight	logical indicating if the shape under the mouse should auto-highlight
highlight_colour	hex string colour to use for highlighting. Must contain the alpha component.

colour_range	vector of 6 hex colours
update_view	logical indicating if the map should update the bounds to include this layer
focus_layer	logical indicating if the map should update the bounds to only include this layer
digits	number of digits for rounding coordinates
transitions	list specifying the duration of transitions.
brush_radius	radius of the brush in metres. Default NULL. If supplied, the arcs will only show if the origin or destination are within the radius of the mouse. If NULL, all arcs are displayed

## Details

add\_hexagon supports POINT and MULTIPOINT sf objects

## transitions

The transitions argument lets you specify the time it will take for the shapes to transition from one state to the next. Only works in an interactive environment (Shiny) and on WebGL-2 supported browsers and hardware.

The time is in milliseconds

Available transitions for hexagon

```
list( elevation = 0 colour = 0 )
```

## data

If the data is a simple feature object, the geometry column is automatically detected. If the sf object contains more than one geometry column and you want to use a specific one, you'll need to set the active geometry using `sf::st_geometry(x) <- "your_column"`, where "your\_column" is the name of the column you're activating. See `?sf::st_geometry`

## Examples

```
## Not run:

## You need a valid access token from Mapbox
key <- 'abc'
set_token( key )

df <- read.csv(paste0(
  'https://raw.githubusercontent.com/uber-common/deck.gl-data/master/examples/'
  , '3d-heatmap/heatmap-data.csv'
))

df <- df[!is.na(df$lng), ]

mapdeck( style = mapdeck_style("dark"), pitch = 45) %>%
  add_hexagon(
    data = df
    , lat = "lat"
```

```

    , lon = "lng"
    , layer_id = "hex_layer"
    , elevation_scale = 100
  )

library(sfheaders)
sf <- sfheaders::sf_point( df, x = "lng", y = "lat" )

mapdeck( style = mapdeck_style("dark"), pitch = 45 ) %>%
add_hexagon(
  data = sf
  , layer_id = "hex_layer"
  , elevation_scale = 100
)

## Using elevation and colour
df$colour <- rnorm(nrow(df))
df$elevation <- rnorm(nrow(df))

mapdeck( style = mapdeck_style("dark"), pitch = 45 ) %>%
add_hexagon(
  data = df
  , lat = "lat"
  , lon = "lng"
  , layer_id = "hex_layer"
  , elevation_scale = 100
  , elevation = "weight"
  , colour = "colour"
)

mapdeck( style = mapdeck_style("dark"), pitch = 45 ) %>%
add_hexagon(
  data = df
  , lat = "lat"
  , lon = "lng"
  , layer_id = "hex_layer"
  , elevation_scale = 100
  , elevation = "weight"
  , elevation_function = "mean"
  , colour = "colour"
  , colour_function = "mean"
)

## with a legend
df$val <- sample(1:10, size = nrow(df), replace = T)

mapdeck( style = mapdeck_style("dark"), pitch = 45 ) %>%
add_hexagon(
data = df
, lat = "lat"
, lon = "lng"
, layer_id = "hex_layer"
, elevation_scale = 100

```

```
, legend = T
, legend_options = list( digits = 0 )
, colour_function = "mean"
, colour = "val"
)
```

```
## End(Not run)
```

---

add\_line

*Add line*

---

## Description

The Line Layer renders raised lines joining pairs of source and target coordinates

## Usage

```
add_line(
  map,
  data = get_map_data(map),
  layer_id = NULL,
  origin,
  destination,
  id = NULL,
  stroke_colour = NULL,
  stroke_width = NULL,
  stroke_opacity = NULL,
  tooltip = NULL,
  auto_highlight = FALSE,
  highlight_colour = "#AAFFFFFF",
  palette = "viridis",
  na_colour = "#808080FF",
  legend = FALSE,
  legend_options = NULL,
  legend_format = NULL,
  update_view = TRUE,
  focus_layer = FALSE,
  digits = 6,
  transitions = NULL,
  brush_radius = NULL
)
```

## Arguments

map                    a mapdeck map object



data	data to be used in the layer. All coordinates are expected to be EPSG:4326 (WGS 84) coordinate system
layer_id	single value specifying an id for the layer. Use this value to distinguish between shape layers of the same type. Layers with the same id are likely to conflict and not plot correctly
origin	vector of longitude and latitude columns, and optionally an elevation column, or an sfc column
destination	vector of longitude and latitude columns, and optionally an elevatino column, or an sfc column
id	an id value in data to identify layers when interacting in Shiny apps.
stroke_colour	variable or hex colour to use as the ending stroke colour.
stroke_width	width of the line in metres
stroke_opacity	Either a string specifying the column of data containing the opacity of each shape, or a single value in [0,255], or [0, 1), to be applied to all the shapes. Default 255. If a hex-string is used as the colour, this argument is ignored and you should include the alpha on the hex string
tooltip	variable of data containing text or HTML to render as a tooltip
auto_highlight	logical indicating if the shape under the mouse should auto-highlight
highlight_colour	hex string colour to use for highlighting. Must contain the alpha component.
palette	string or matrix. String will be one of <code>colourvalues::colour_palettes()</code> . A matrix must have at least 5 rows, and 3 or 4 columns of values between [0, 255], where the 4th column represents the alpha. You can use a named list to specify a different palette for different colour options (where available), e.g. <code>list(fill_colour = "viridis", stroke_colour = "inferno")</code>
na_colour	hex string colour to use for NA values
legend	either a logical indicating if the legend(s) should be displayed, or a named list indicating which colour attributes should be included in the legend.
legend_options	A list of options for controlling the legend.
legend_format	A list containing functions to apply to legend values. See section legend
update_view	logical indicating if the map should update the bounds to include this layer
focus_layer	logical indicating if the map should update the bounds to only include this layer
digits	number of digits for rounding coordinates
transitions	list specifying the duration of transitions.
brush_radius	radius of the brush in metres. Default NULL. If supplied, the arcs will only show if the origin or destination are within the radius of the mouse. If NULL, all arcs are displayed

## Details

add\_line supports POINT sf objects

MULTIPOINT objects will be treated as single points. That is, if an sf object has one row with a MULTIPOINT object consisting of two points, this will be expanded to two rows of single POINTs. Therefore, if the origin is a MULTIPOINT of two points, and the destination is a single POINT, the code will error as there will be an uneven number of rows

**transitions**

The transitions argument lets you specify the time it will take for the shapes to transition from one state to the next. Only works in an interactive environment (Shiny) and on WebGL-2 supported browsers and hardware.

The time is in milliseconds

Available transitions for line

```
list( origin = 0, destination = 0, stroke_colour = 0, stroke_width = 0 )
```

**legend**

The legend\_options can be used to control the appearance of the legend. This should be a named list, where the names are one of

- css - a string of valid css for controlling the appearance of the legend
- title - a string to use for the title of the legend
- digits - number to round the legend values to

If the layer allows different fill and stroke colours, you can use different options for each. See examples in [add\\_arc](#).

The legend\_format can be used to control the format of the values in the legend. This should be a named list, where the names are one of

- fill\_colour
- stroke\_colour

depending on which type of colouring the layer supports.

The list elements must be functions to apply to the values in the legend.

**id**

The id is returned to your R session from an interactive shiny environment by observing layer clicks. This is useful for returning the data.frame row relating to the clicked shape.

From within a shiny server you would typically use `observeEvent({input$map_arc_click})`, where 'map' is the map\_id supplied to `mapdeckOutput()`, and 'arc' is the layer you are clicking on

**Examples**

```
## You need a valid access token from Mapbox
key <- 'abc'
set_token( key )

url <- 'https://raw.githubusercontent.com/plotly/datasets/master/2011_february_aa_flight_paths.csv'
flights <- read.csv(url)
flights$id <- seq_len(nrow(flights))
flights$stroke <- sample(1:3, size = nrow(flights), replace = T)
```

```

mapdeck(style = mapdeck_style("dark"), pitch = 45 ) %>%
  add_line(
    data = flights
    , layer_id = "line_layer"
    , origin = c("start_lon", "start_lat")
    , destination = c("end_lon", "end_lat")
    , stroke_colour = "airport1"
    , stroke_width = "stroke"
    , auto_highlight = TRUE
  )

## Using a 2-sfc-column sf object
library(sfheaders)

sf_flights <- sfheaders::sf_point( flights, x = "start_lon", y = "start_lat", keep = TRUE )
destination <- sfheaders::sfc_point( flights, x = "end_lon", y = "end_lat" )

sf_flights$destination <- destination

mapdeck() %>%
  add_line(
    data = sf_flights
    , origin = 'geometry'
    , destination = 'destination'
    , layer_id = 'arcs'
    , stroke_colour = "airport1"
  )

```

---

add\_mesh

*Add Mesh*


---

## Description

Adds polygons to the map from a mesh3d object

## Usage

```

add_mesh(
  map,
  data = get_map_data(map),
  fill_opacity = NULL,
  elevation = NULL,
  tooltip = NULL,
  auto_highlight = FALSE,
  highlight_colour = "#AAFFFFFF",
  light_settings = list(),
  layer_id = NULL,

```

```

id = NULL,
palette = "viridis",
na_colour = "#808080FF",
legend = FALSE,
legend_options = NULL,
legend_format = NULL,
update_view = TRUE,
focus_layer = FALSE,
digits = 6,
transitions = NULL,
brush_radius = NULL
)

```

### Arguments

map	a mapdeck map object
data	data to be used in the layer. All coordinates are expected to be EPSG:4326 (WGS 84) coordinate system
fill_opacity	Either a string specifying the column of data containing the opacity of each shape, or a single value in [0,255], or [0, 1), to be applied to all the shapes. Default 255. If a hex-string is used as the colour, this argument is ignored and you should include the alpha on the hex string
elevation	the height the polygon extrudes from the map. Only available if neither stroke_colour or stroke_width are supplied. Default 0
tooltip	variable of data containing text or HTML to render as a tooltip
auto_highlight	logical indicating if the shape under the mouse should auto-highlight
highlight_colour	hex string colour to use for highlighting. Must contain the alpha component.
light_settings	list of light setting parameters. See <a href="#">light_settings</a>
layer_id	single value specifying an id for the layer. Use this value to distinguish between shape layers of the same type. Layers with the same id are likely to conflict and not plot correctly
id	an id value in data to identify layers when interacting in Shiny apps.
palette	string or matrix. String will be one of <code>colourvalues::colour_palettes()</code> . A matrix must have at least 5 rows, and 3 or 4 columns of values between [0, 255], where the 4th column represents the alpha. You can use a named list to specify a different palette for different colour options (where available), e.g. <code>list(fill_colour = "viridis", stroke_colour = "inferno")</code>
na_colour	hex string colour to use for NA values
legend	either a logical indicating if the legend(s) should be displayed, or a named list indicating which colour attributes should be included in the legend.
legend_options	A list of options for controlling the legend.
legend_format	A list containing functions to apply to legend values. See section <a href="#">legend</a>
update_view	logical indicating if the map should update the bounds to include this layer

focus_layer	logical indicating if the map should update the bounds to only include this layer
digits	number of digits for rounding coordinates
transitions	list specifying the duration of transitions.
brush_radius	radius of the brush in metres. Default NULL. If supplied, the arcs will only show if the origin or destination are within the radius of the mouse. If NULL, all arcs are displayed

## Details

add\_mesh supports mesh3d objects

## legend

The legend\_options can be used to control the appearance of the legend. This should be a named list, where the names are one of

- css - a string of valid css for controlling the appearance of the legend
- title - a string to use for the title of the legend
- digits - number to round the legend values to

If the layer allows different fill and stroke colours, you can use different options for each. See examples in [add\\_arc](#).

The legend\_format can be used to control the format of the values in the legend. This should be a named list, where the names are one of

- fill\_colour
- stroke\_colour

depending on which type of colouring the layer supports.

The list elements must be functions to apply to the values in the legend.

## id

The id is returned to your R session from an interactive shiny environment by observing layer clicks. This is useful for returning the data.frame row relating to the clicked shape.

From within a shiny server you would typically use `observeEvent({input$map_arc_click})`, where 'map' is the map\_id supplied to `mapdeckOutput()`, and 'arc' is the layer you are clicking on

## Examples

```
## exaggerate the elevation slightly
m <- melbourne_mesh
m$vb[3, ] <- m$vb[3, ] * 50

mapdeck() %>%
  add_mesh(
    data = m
```

)

---

add\_path

*Add Path*

---

### Description

The Path Layer takes in lists of coordinate points and renders them as extruded lines with mitering.

### Usage

```
add_path(
  map,
  data = get_map_data(map),
  polyline = NULL,
  stroke_colour = NULL,
  stroke_width = NULL,
  stroke_opacity = NULL,
  dash_size = NULL,
  dash_gap = NULL,
  offset = NULL,
  width_units = c("meters", "pixels"),
  width_min_pixels = NULL,
  width_max_pixels = NULL,
  width_scale = 1,
  tooltip = NULL,
  billboard = FALSE,
  layer_id = NULL,
  id = NULL,
  auto_highlight = FALSE,
  highlight_colour = "#AAFFFFFF",
  palette = "viridis",
  na_colour = "#808080FF",
  legend = FALSE,
  legend_options = NULL,
  legend_format = NULL,
  update_view = TRUE,
  focus_layer = FALSE,
  digits = 6,
  transitions = NULL,
  brush_radius = NULL
)
```

**Arguments**

map	a mapdeck map object
data	data to be used in the layer. All coordinates are expected to be EPSG:4326 (WGS 84) coordinate system
polyline	optional column of data containing the polylines, if using encoded polylines
stroke_colour	variable of data or hex colour for the stroke. If used, elevation is ignored. If using a hex colour, use either a single value, or a column of hex colours on data
stroke_width	width of the stroke in meters. Default 1.
stroke_opacity	Either a string specifying the column of data containing the opacity of each shape, or a single value in [0,255], or [0, 1), to be applied to all the shapes. Default 255. If a hex-string is used as the colour, this argument is ignored and you should include the alpha on the hex string
dash_size	size of each dash, relative to the width of the stroke
dash_gap	size of the gap between dashes, relative to the width of the stroke
offset	The offset to draw each path with, relative to the width of the path. Negative offset is to the left hand side, and positive offset is to the right hand side. 0 extrudes the path so that it is centered at the specified coordinates.
width_units	The units of the line width, one of 'meters', 'pixels'. When zooming in and out, meter sizes scale with the base map, and pixel sizes remain the same on screen.
width_min_pixels	The minimum path width in pixels. This can be used to prevent the path from getting too thin when zoomed out.
width_max_pixels	The maximum path width in pixels. his prop can be used to prevent the path from getting too thick when zoomed in.
width_scale	The path width multiplier that multiplied to all paths.
tooltip	variable of data containing text or HTML to render as a tooltip
billboard	logical indicating if the path always faces the camera (TRUE) or if it always faces up (FALSE)
layer_id	single value specifying an id for the layer. Use this value to distinguish between shape layers of the same type. Layers with the same id are likely to conflict and not plot correctly
id	an id value in data to identify layers when interacting in Shiny apps.
auto_highlight	logical indicating if the shape under the mouse should auto-highlight
highlight_colour	hex string colour to use for highlighting. Must contain the alpha component.
palette	string or matrix. String will be one of colourvalues::colour_palettes(). A matrix must have at least 5 rows, and 3 or 4 columns of values between [0, 255], where the 4th column represents the alpha. You can use a named list to specify a different palette for different colour options (where available), e.g. list(fill_colour = "viridis", stroke_colour = "inferno")
na_colour	hex string colour to use for NA values

legend	either a logical indicating if the legend(s) should be displayed, or a named list indicating which colour attributes should be included in the legend.
legend_options	A list of options for controlling the legend.
legend_format	A list containing functions to apply to legend values. See section legend
update_view	logical indicating if the map should update the bounds to include this layer
focus_layer	logical indicating if the map should update the bounds to only include this layer
digits	number of digits for rounding coordinates
transitions	list specifying the duration of transitions.
brush_radius	radius of the brush in metres. Default NULL. If supplied, the arcs will only show if the origin or destination are within the radius of the mouse. If NULL, all arcs are displayed

### Details

add\_path supports LINESTRING and MULTILINESTRING sf objects

### transitions

The transitions argument lets you specify the time it will take for the shapes to transition from one state to the next. Only works in an interactive environment (Shiny) and on WebGL-2 supported browsers and hardware.

The time is in milliseconds

Available transitions for path

```
list( path = 0, stroke_colour = 0, stroke_width = 0 )
```

### data

If the data is a simple feature object, the geometry column is automatically detected. If the sf object contains more than one geometry column and you want to use a specific one, you'll need to set the active geometry using `sf::st_geometry(x) <- "your_column"`, where "your\_column" is the name of the column you're activating. See `?sf::st_geometry`

### legend

The legend\_options can be used to control the appearance of the legend. This should be a named list, where the names are one of

- css - a string of valid css for controlling the appearance of the legend
- title - a string to use for the title of the legend
- digits - number to round the legend values to

If the layer allows different fill and stroke colours, you can use different options for each. See examples in [add\\_arc](#).

The legend\_format can be used to control the format of the values in the legend. This should be a named list, where the names are one of

- fill\_colour



- stroke\_colour

depending on which type of colouring the layer supports.

The list elements must be functions to apply to the values in the legend.

## id

The id is returned to your R session from an interactive shiny environment by observing layer clicks. This is useful for returning the data.frame row relating to the clicked shape.

From within a shiny server you would typically use `observeEvent({input$map_arc_click})`, where 'map' is the map\_id supplied to `mapdeckOutput()`, and 'arc' is the layer you are clicking on

## Examples

```
## You need a valid access token from Mapbox
key <- 'abc'
set_token( key )

mapdeck(
  style = mapdeck_style("dark")
  , location = c(145, -37.8)
  , zoom = 10) %>%
  add_path(
    data = roads
    , stroke_colour = "RIGHT_LOC"
    , layer_id = "path_layer"
    , tooltip = "ROAD_NAME"
    , auto_highlight = TRUE
    , legend = T
  )
```

---

add\_pointcloud

*Add Pointcloud*

---

## Description

The Pointcloud Layer takes in coordinate points and renders them as circles with a certain radius.

## Usage

```
add_pointcloud(
  map,
  data = get_map_data(map),
  lon = NULL,
  lat = NULL,
```

```

elevation = NULL,
polyline = NULL,
radius = 10,
fill_colour = NULL,
fill_opacity = NULL,
tooltip = NULL,
auto_highlight = FALSE,
highlight_colour = "#AAFFFFFF",
light_settings = list(),
layer_id = NULL,
id = NULL,
palette = "viridis",
na_colour = "#808080FF",
legend = FALSE,
legend_options = NULL,
legend_format = NULL,
update_view = TRUE,
focus_layer = FALSE,
digits = 6,
transitions = NULL,
brush_radius = NULL
)

```

### Arguments

map	a mapdeck map object
data	data to be used in the layer. All coordinates are expected to be EPSG:4326 (WGS 84) coordinate system
lon	column containing longitude values
lat	column containing latitude values
elevation	column containing the elevation values. Default 0
polyline	optional column of data containing the polylines, if using encoded polylines
radius	value in pixels of each point. Default 10.
fill_colour	column of data or hex colour for the fill colour. If using a hex colour, use either a single value, or a column of hex colours on data
fill_opacity	Either a string specifying the column of data containing the opacity of each shape, or a single value in [0,255], or [0, 1), to be applied to all the shapes. Default 255. If a hex-string is used as the colour, this argument is ignored and you should include the alpha on the hex string
tooltip	variable of data containing text or HTML to render as a tooltip
auto_highlight	logical indicating if the shape under the mouse should auto-highlight
highlight_colour	hex string colour to use for highlighting. Must contain the alpha component.
light_settings	list of light setting parameters. See <a href="#">light_settings</a>

layer_id	single value specifying an id for the layer. Use this value to distinguish between shape layers of the same type. Layers with the same id are likely to conflict and not plot correctly
id	an id value in data to identify layers when interacting in Shiny apps.
palette	string or matrix. String will be one of <code>colourvalues::colour_palettes()</code> . A matrix must have at least 5 rows, and 3 or 4 columns of values between [0, 255], where the 4th column represents the alpha. You can use a named list to specify a different palette for different colour options (where available), e.g. <code>list(fill_colour = "viridis", stroke_colour = "inferno")</code>
na_colour	hex string colour to use for NA values
legend	either a logical indicating if the legend(s) should be displayed, or a named list indicating which colour attributes should be included in the legend.
legend_options	A list of options for controlling the legend.
legend_format	A list containing functions to apply to legend values. See section legend
update_view	logical indicating if the map should update the bounds to include this layer
focus_layer	logical indicating if the map should update the bounds to only include this layer
digits	number of digits for rounding coordinates
transitions	list specifying the duration of transitions.
brush_radius	radius of the brush in metres. Default NULL. If supplied, the arcs will only show if the origin or destination are within the radius of the mouse. If NULL, all arcs are displayed

## Details

add\_pointcloud supports POINT and MULTIPOINT sf objects

## transitions

The transitions argument lets you specify the time it will take for the shapes to transition from one state to the next. Only works in an interactive environment (Shiny) and on WebGL-2 supported browsers and hardware.

The time is in milliseconds

Available transitions for pointcloud

```
list( position = 0, fill_colour = 0 )
```

## data

If the data is a simple feature object, the geometry column is automatically detected. If the sf object contains more than one geometry column and you want to use a specific one, you'll need to set the active geometry using `sf::st_geometry(x) <- "your_column"`, where "your\_column" is the name of the column you're activating. See `?sf::st_geometry`

**legend**

The `legend_options` can be used to control the appearance of the legend. This should be a named list, where the names are one of

- `css` - a string of valid css for controlling the appearance of the legend
- `title` - a string to use for the title of the legend
- `digits` - number to round the legend values to

If the layer allows different fill and stroke colours, you can use different options for each. See examples in [add\\_arc](#).

The `legend_format` can be used to control the format of the values in the legend. This should be a named list, where the names are one of

- `fill_colour`
- `stroke_colour`

depending on which type of colouring the layer supports.

The list elements must be functions to apply to the values in the legend.

**id**

The `id` is returned to your R session from an interactive shiny environment by observing layer clicks. This is useful for returning the data.frame row relating to the clicked shape.

From within a shiny server you would typically use `observeEvent({input$map_arc_click})`, where 'map' is the `map_id` supplied to `mapdeckOutput()`, and 'arc' is the layer you are clicking on

**Examples**

```
## You need a valid access token from Mapbox
key <- 'abc'
set_token( key )

df <- capitals
df$z <- sample(10000:10000000, size = nrow(df))

mapdeck(style = mapdeck_style("dark")) %>%
add_pointcloud(
  data = df
  , lon = 'lon'
  , lat = 'lat'
  , elevation = 'z'
  , layer_id = 'point'
  , fill_colour = "country"
  , tooltip = "country"
)

## as an sf object with a Z attribute
library(sfheaders)
sf <- sfheaders::sf_point( df, x = "lon", y = "lat", z = "z" )
```

```
mapdeck(style = mapdeck_style("dark")) %>%
add_pointcloud(
  data = sf
  , layer_id = 'point'
  , fill_colour = "country"
  , tooltip = "country"
  , update_view = FALSE
)
```

---

add\_polygon

*Add Polygon*

---

### **Description**

The Polygon Layer renders filled and/or stroked polygons.

### **Usage**

```
add_polygon(
  map,
  data = get_map_data(map),
  polyline = NULL,
  stroke_colour = NULL,
  stroke_width = NULL,
  stroke_opacity = NULL,
  fill_colour = NULL,
  fill_opacity = NULL,
  elevation = NULL,
  tooltip = NULL,
  auto_highlight = FALSE,
  elevation_scale = 1,
  highlight_colour = "#AAFFFFFF",
  light_settings = list(),
  layer_id = NULL,
  id = NULL,
  palette = "viridis",
  na_colour = "#808080FF",
  legend = FALSE,
  legend_options = NULL,
  legend_format = NULL,
  update_view = TRUE,
  focus_layer = FALSE,
  digits = 6,
  transitions = NULL,
```

```
brush_radius = NULL
)
```

### Arguments

map	a mapdeck map object
data	data to be used in the layer. All coordinates are expected to be EPSG:4326 (WGS 84) coordinate system
polyline	optional column of data containing the polylines, if using encoded polylines
stroke_colour	variable of data or hex colour for the stroke. If used, elevation is ignored. If using a hex colour, use either a single value, or a column of hex colours on data
stroke_width	width of the stroke in meters. If used, elevation is ignored. Default 1.
stroke_opacity	Either a string specifying the column of data containing the opacity of each shape, or a single value in [0,255], or [0, 1), to be applied to all the shapes. Default 255. If a hex-string is used as the colour, this argument is ignored and you should include the alpha on the hex string
fill_colour	column of data or hex colour for the fill colour. If using a hex colour, use either a single value, or a column of hex colours on data
fill_opacity	Either a string specifying the column of data containing the opacity of each shape, or a single value in [0,255], or [0, 1), to be applied to all the shapes. Default 255. If a hex-string is used as the colour, this argument is ignored and you should include the alpha on the hex string
elevation	the height the polygon extrudes from the map. Only available if neither stroke_colour or stroke_width are supplied. Default 0
tooltip	variable of data containing text or HTML to render as a tooltip
auto_highlight	logical indicating if the shape under the mouse should auto-highlight
elevation_scale	elevation multiplier.
highlight_colour	hex string colour to use for highlighting. Must contain the alpha component.
light_settings	list of light setting parameters. See <a href="#">light_settings</a>
layer_id	single value specifying an id for the layer. Use this value to distinguish between shape layers of the same type. Layers with the same id are likely to conflict and not plot correctly
id	an id value in data to identify layers when interacting in Shiny apps.
palette	string or matrix. String will be one of colourvalues::colour_palettes(). A matrix must have at least 5 rows, and 3 or 4 columns of values between [0, 255], where the 4th column represents the alpha. You can use a named list to specify a different palette for different colour options (where available), e.g. list(fill_colour = "viridis", stroke_colour = "inferno")
na_colour	hex string colour to use for NA values
legend	either a logical indicating if the legend(s) should be displayed, or a named list indicating which colour attributes should be included in the legend.

legend_options	A list of options for controlling the legend.
legend_format	A list containing functions to apply to legend values. See section legend
update_view	logical indicating if the map should update the bounds to include this layer
focus_layer	logical indicating if the map should update the bounds to only include this layer
digits	number of digits for rounding coordinates
transitions	list specifying the duration of transitions.
brush_radius	radius of the brush in metres. Default NULL. If supplied, the arcs will only show if the origin or destination are within the radius of the mouse. If NULL, all arcs are displayed

### Details

add\_polygon supports POLYGON and MULTIPOLYGON sf objects

### data

If the data is a simple feature object, the geometry column is automatically detected. If the object contains more than one geometry column and you want to use a specific one, you'll need to set the active geometry using `sf::st_geometry(x) <- "your_column"`, where "your\_column" is the name of the column you're activating. See `?sf::st_geometry`

### transitions

The transitions argument lets you specify the time it will take for the shapes to transition from one state to the next. Only works in an interactive environment (Shiny) and on WebGL-2 supported browsers and hardware.

The time is in milliseconds

Available transitions for polygon

```
list( polygon = 0, fill_colour = 0, stroke_colour = 0, stroke_width = 0, elevation = 0 )
```

### legend

The legend\_options can be used to control the appearance of the legend. This should be a named list, where the names are one of

- css - a string of valid css for controlling the appearance of the legend
- title - a string to use for the title of the legend
- digits - number to round the legend values to

If the layer allows different fill and stroke colours, you can use different options for each. See examples in [add\\_arc](#).

The legend\_format can be used to control the format of the values in the legend. This should be a named list, where the names are one of

- fill\_colour
- stroke\_colour

depending on which type of colouring the layer supports.

The list elements must be functions to apply to the values in the legend.

**id**

The `id` is returned to your R session from an interactive shiny environment by observing layer clicks. This is useful for returning the `data.frame` row relating to the clicked shape.

From within a shiny server you would typically use `observeEvent({input$map_arc_click})`, where `'map'` is the `map_id` supplied to `mapdeckOutput()`, and `'arc'` is the layer you are clicking on

**Examples**

```
## You need a valid access token from Mapbox
key <- 'abc'
set_token( key )

library(geojsonsf)

sf <- geojsonsf::geojson_sf("https://symbolixau.github.io/data/geojson/SA2_2016_VIC.json")

mapdeck(
  style = mapdeck_style('dark')
) %>%
  add_polygon(
    data = sf
    , layer = "polygon_layer"
    , fill_colour = "SA2_NAME16"
  )

df <- melbourne ## data.frame with encoded polylnies
df$elevation <- sample(100:5000, size = nrow(df))
df$info <- paste0("<b>SA2 - </b><br>",df$SA2_NAME)

mapdeck(
  style = mapdeck_style('dark')
  , location = c(145, -38)
  , zoom = 8
) %>%
  add_polygon(
    data = df
    , polyline = "geometry"
    , layer = "polygon_layer"
    , fill_colour = "SA2_NAME"
    , elevation = "elevation"
    , tooltip = 'info'
    , legend = T
  )
```



---

add_scatterplot	<i>Add Scatterplot</i>
-----------------	------------------------

---

## Description

The Scatterplot Layer takes in coordinate points and renders them as circles with a certain radius.

## Usage

```
add_scatterplot(  
  map,  
  data = get_map_data(map),  
  lon = NULL,  
  lat = NULL,  
  polyline = NULL,  
  radius = NULL,  
  radius_min_pixels = 1,  
  radius_max_pixels = NULL,  
  fill_colour = NULL,  
  fill_opacity = NULL,  
  stroke_colour = NULL,  
  stroke_width = NULL,  
  stroke_opacity = NULL,  
  tooltip = NULL,  
  auto_highlight = FALSE,  
  highlight_colour = "#AAFFFFFF",  
  layer_id = NULL,  
  id = NULL,  
  palette = "viridis",  
  na_colour = "#808080FF",  
  legend = FALSE,  
  legend_options = NULL,  
  legend_format = NULL,  
  digits = 6,  
  update_view = TRUE,  
  focus_layer = FALSE,  
  transitions = NULL,  
  brush_radius = NULL  
)
```

## Arguments

map	a mapdeck map object
data	data to be used in the layer. All coordinates are expected to be EPSG:4326 (WGS 84) coordinate system
lon	column containing longitude values

lat	column containing latitude values
polyline	optional column of data containing the polylines, if using encoded polylines
radius	in metres. Default 1
radius_min_pixels	the minimum radius in pixels. Can prevent circle from getting too small when zoomed out small for the given zoom level
radius_max_pixels	the maximum radius in pixels. Can prevent the circle from getting too big when zoomed in
fill_colour	column of data or hex colour for the fill colour. If using a hex colour, use either a single value, or a column of hex colours on data
fill_opacity	Either a string specifying the column of data containing the opacity of each shape, or a single value in [0,255], or [0, 1), to be applied to all the shapes. Default 255. If a hex-string is used as the colour, this argument is ignored and you should include the alpha on the hex string
stroke_colour	variable of data or hex colour for the stroke. If used, elevation is ignored. If using a hex colour, use either a single value, or a column of hex colours on data
stroke_width	width of the stroke in meters. If used, elevation is ignored. Default 1.
stroke_opacity	Either a string specifying the column of data containing the opacity of each shape, or a single value in [0,255], or [0, 1), to be applied to all the shapes. Default 255. If a hex-string is used as the colour, this argument is ignored and you should include the alpha on the hex string
tooltip	variable of data containing text or HTML to render as a tooltip
auto_highlight	logical indicating if the shape under the mouse should auto-highlight
highlight_colour	hex string colour to use for highlighting. Must contain the alpha component.
layer_id	single value specifying an id for the layer. Use this value to distinguish between shape layers of the same type. Layers with the same id are likely to conflict and not plot correctly
id	an id value in data to identify layers when interacting in Shiny apps.
palette	string or matrix. String will be one of <code>colourvalues::colour_palettes()</code> . A matrix must have at least 5 rows, and 3 or 4 columns of values between [0, 255], where the 4th column represents the alpha. You can use a named list to specify a different palette for different colour options (where available), e.g. <code>list(fill_colour = "viridis", stroke_colour = "inferno")</code>
na_colour	hex string colour to use for NA values
legend	either a logical indicating if the legend(s) should be displayed, or a named list indicating which colour attributes should be included in the legend.
legend_options	A list of options for controlling the legend.
legend_format	A list containing functions to apply to legend values. See section legend
digits	number of digits for rounding coordinates
update_view	logical indicating if the map should update the bounds to include this layer

focus_layer	logical indicating if the map should update the bounds to only include this layer
transitions	list specifying the duration of transitions.
brush_radius	radius of the brush in metres. Default NULL. If supplied, the arcs will only show if the origin or destination are within the radius of the mouse. If NULL, all arcs are displayed

## Details

add\_scatterplot supports POINT and MULTIPOINT sf objects

## transitions

The transitions argument lets you specify the time it will take for the shapes to transition from one state to the next. Only works in an interactive environment (Shiny) and on WebGL-2 supported browsers and hardware.

The time is in milliseconds

Available transitions for scatterplot

```
list( position = 0, fill_colour = 0, radius = 0 )
```

## data

If the data is a simple feature object, the geometry column is automatically detected. If the sf object contains more than one geometry column and you want to use a specific one, you'll need to set the active geometry using `sf::st_geometry(x) <- "your_column"`, where "your\_column" is the name of the column you're activating. See `?sf::st_geometry`

## legend

The legend\_options can be used to control the appearance of the legend. This should be a named list, where the names are one of

- css - a string of valid css for controlling the appearance of the legend
- title - a string to use for the title of the legend
- digits - number to round the legend values to

If the layer allows different fill and stroke colours, you can use different options for each. See examples in [add\\_arc](#).

The legend\_format can be used to control the format of the values in the legend. This should be a named list, where the names are one of

- fill\_colour
- stroke\_colour

depending on which type of colouring the layer supports.

The list elements must be functions to apply to the values in the legend.

**id**

The `id` is returned to your R session from an interactive shiny environment by observing layer clicks. This is useful for returning the `data.frame` row relating to the clicked shape.

From within a shiny server you would typically use `observeEvent({input$map_arc_click})`, where `'map'` is the `map_id` supplied to `mapdeckOutput()`, and `'arc'` is the layer you are clicking on

**Examples**

```
## You need a valid access token from Mapbox
key <- 'abc'
set_token( key )

mapdeck( style = mapdeck_style("dark"), pitch = 45 ) %>%
add_scatterplot(
  data = capitals
  , lat = "lat"
  , lon = "lon"
  , radius = 100000
  , fill_colour = "country"
  , layer_id = "scatter_layer"
  , tooltip = "capital"
)

## using legend options
mapdeck( style = mapdeck_style("dark"), pitch = 45 ) %>%
add_scatterplot(
  data = capitals
  , lat = "lat"
  , lon = "lon"
  , radius = 100000
  , fill_colour = "lon"
  , stroke_colour = "lat"
  , layer_id = "scatter_layer"
  , tooltip = "capital"
  , legend = T
  , legend_options = list( digits = 5 )
)

df <- read.csv(paste0(
'https://raw.githubusercontent.com/uber-common/deck.gl-data/master/' ,
'examples/3d-heatmap/heatmap-data.csv'
))

df <- df[ !is.na(df$lng), ]

mapdeck(style = mapdeck_style("dark"), pitch = 45 ) %>%
add_scatterplot(
  data = df
```

```
, lat = "lat"
, lon = "lng"
, layer_id = "scatter_layer"
, stroke_colour = "lng"
)

## as an sf object
library(sfheaders)
sf <- sfheaders::sf_point( df, x = "lng", y = "lat")

mapdeck( style = mapdeck_style("dark"), pitch = 45 ) %>%
add_scatterplot(
  data = sf
  , radius = 100
  , fill_colour = "country"
  , layer_id = "scatter_layer"
  , tooltip = "capital"
)
```

---

add\_screengrid

*Add Screengrid*

---

## Description

The Screen Grid Layer takes in an array of latitude and longitude coordinated points, aggregates them into histogram bins and renders as a grid

## Usage

```
add_screengrid(
  map,
  data = get_map_data(map),
  lon = NULL,
  lat = NULL,
  polyline = NULL,
  weight = NULL,
  aggregation = c("sum", "mean", "min", "max"),
  colour_range = NULL,
  opacity = 0.8,
  cell_size = 50,
  layer_id = NULL,
  update_view = TRUE,
  focus_layer = FALSE,
  digits = 6
)
```

**Arguments**

map	a mapdeck map object
data	data to be used in the layer. All coordinates are expected to be EPSG:4326 (WGS 84) coordinate system
lon	column containing longitude values
lat	column containing latitude values
polyline	optional column of data containing the polylines, if using encoded polylines
weight	the weight of each value. Default 1
aggregation	one of 'min', 'mean', 'max', 'sum'. If supplied it specifies how the weights used.
colour_range	vector of 6 hex colours
opacity	opacity of cells. Value between 0 and 1. Default 0.8
cell_size	size of grid squares in pixels. Default 50
layer_id	single value specifying an id for the layer. Use this value to distinguish between shape layers of the same type. Layers with the same id are likely to conflict and not plot correctly
update_view	logical indicating if the map should update the bounds to include this layer
focus_layer	logical indicating if the map should update the bounds to only include this layer
digits	number of digits for rounding coordinates

**Details**

add\_screengrid supports POINT and MULTIPOINT sf objects

**data**

If the data is a simple feature object, the geometry column is automatically detected. If the sf object contains more than one geometry column and you want to use a specific one, you'll need to set the active geometry using `sf::st_geometry(x) <- "your_column"`, where "your\_column" is the name of the column you're activating. See `?sf::st_geometry`

**Examples**

```
## You need a valid access token from Mapbox
key <- 'abc'
set_token( key )

df <- read.csv(paste0(
  'https://raw.githubusercontent.com/uber-common/deck.gl-data/master/',
  'examples/3d-heatmap/heatmap-data.csv'
))

df <- df[ !is.na(df$lng), ]
df$weight <- sample(1:10, size = nrow(df), replace = T)
```

```

mapdeck( style = mapdeck_style('dark'), pitch = 45 ) %>%
add_screengrid(
  data = df
  , lat = "lat"
  , lon = "lng"
  , weight = "weight",
  , layer_id = "screengrid_layer"
  , cell_size = 10
  , opacity = 0.3
)

## as an sf object
library(sfheaders)
sf <- sfheaders::sf_point( df, x = "lng", y = "lat")

mapdeck( style = mapdeck_style('dark'), pitch = 45 ) %>%
add_screengrid(
  data = sf
  , weight = "weight",
  , layer_id = "screengrid_layer"
  , cell_size = 10
  , opacity = 0.3
)

```

---

add\_sf

*Add sf*


---

## Description

Adds an sf object to the map.

## Usage

```
add_sf(map, data = get_map_data(map), ...)
```

## Arguments

map	a mapdeck map object
data	data to be used in the layer. All coordinates are expected to be EPSG:4326 (WGS 84) coordinate system
...	other argumetns passed to one of the plotting layers. See details

**Details**

The plotting layer is determined by the type of sf geometries.

- POINT and MULTIPOINT objects will call [add\\_scatterplot](#)
- LINestring and MULTILINESTRING objects will call [add\\_path](#)
- POLYGON and MULTIPOLYGON objects will call [add\\_polygon](#)
- GEOMETRY objects will call [add\\_geojson](#)

---

 add\_terrain

*Add terrain*


---

**Description**

Adds mesh surfaces from height map images

**Usage**

```
add_terrain(
  map,
  layer_id = NULL,
  elevation_data,
  texture = NULL,
  elevation_decoder = c(1, 0, 0, 0),
  bounds = NULL,
  max_error = 4,
  update_view = TRUE,
  focus_layer = FALSE
)
```

**Arguments**

map	a mapdeck map object
layer_id	single value specifying an id for the layer. Use this value to distinguish between shape layers of the same type. Layers with the same id are likely to conflict and not plot correctly
elevation_data	Image URL that encodes height data. When elevation_data is a URL template, i.e. a string containing 'x' and 'y', it loads terrain tiles on demand and renders a mesh for each tile. If elevation_data is an absolute URL, as in the example, a single mesh is used, and the bounds argument is required to position it into the world space.
texture	Image URL to use as the texture
elevation_decoder	Four value used to convert a pixel to elevation in metres. The values correspond to rScale, gScale, bScale, offset. See details



bounds	Four values ( c(left,bottom,right,top) . bounds of the image to fit in x,y coordinates into. left and right refers to the world longitude/x at the corresponding side of the image. top and bottom refers to the world latitude/y at the corresponding side of the image. Must be supplied when using non-tiled elevation_data
max_error	Martini error tolerance in metres, smaller number results in more detailed mesh.
update_view	logical indicating if the map should update the bounds to include this layer
focus_layer	logical indicating if the map should update the bounds to only include this layer

## Details

The `elevation_decoder` contains four values representing

- `rScale` - Multiplier of the red channel
- `gScale` - Multiplier of the green channel
- `bScale` - Multiplier of the blue channel
- `offset` - translation of the sum

Each colour channel is a number between [0, 255].

## Examples

```
set_token( "MAPBOX_TOKEN" )
## Digital elevation model from https://www.usgs.gov/
elevation <- 'https://raw.githubusercontent.com/visgl/deck.gl-data/master/website/terrain.png'
texture <- 'https://raw.githubusercontent.com/visgl/deck.gl-data/master/website/terrain-mask.png'
bounds <- c(-122.5233, 37.6493, -122.3566, 37.8159)

mapdeck() %>%
  add_terrain(
    , elevation_data = elevation
    , elevation_decoder = c(1,0,0,0)
    , texture = texture
    , bounds = bounds
    , max_error = 1
  )
```

---

add_text	<i>Add Text</i>
----------	-----------------

---

### Description

The Text Layer renders text labels on the map

### Usage

```
add_text(  
  map,  
  data = get_map_data(map),  
  text,  
  lon = NULL,  
  lat = NULL,  
  polyline = NULL,  
  fill_colour = NULL,  
  fill_opacity = NULL,  
  size = NULL,  
  angle = NULL,  
  anchor = NULL,  
  alignment_baseline = NULL,  
  billboard = TRUE,  
  font_family = "Monaco, monospace",  
  font_weight = "normal",  
  tooltip = NULL,  
  layer_id = NULL,  
  id = NULL,  
  auto_highlight = FALSE,  
  highlight_colour = "#AAFFFFFF",  
  palette = "viridis",  
  na_colour = "#808080FF",  
  legend = FALSE,  
  legend_options = NULL,  
  legend_format = NULL,  
  update_view = TRUE,  
  focus_layer = FALSE,  
  digits = 6,  
  transitions = NULL,  
  brush_radius = NULL  
)
```

### Arguments

map	a mapdeck map object
data	data to be used in the layer. All coordinates are expected to be EPSG:4326 (WGS 84) coordinate system

text	column of data containing the text. The data must be a character.
lon	column containing longitude values
lat	column containing latitude values
polyline	optional column of data containing the polylines, if using encoded polylines
fill_colour	column of data or hex colour for the fill colour. If using a hex colour, use either a single value, or a column of hex colours on data
fill_opacity	Either a string specifying the column of data containing the opacity of each shape, or a single value in [0,255], or [0, 1), to be applied to all the shapes. Default 255. If a hex-string is used as the colour, this argument is ignored and you should include the alpha on the hex string
size	column of data containing the size of the text. Default 32
angle	column of data containing the angle of the text. Default 0
anchor	column of data containing the anchor of the text. One of 'start', 'middle' or 'end'
alignment_baseline	column of data containing the alignment. One of 'top', 'center' or 'bottom'
billboard	logical indicating if the text always faces the camera (TRUE) or if it always faces up (FALSE)
font_family	specifies a prioritised list of one or more font family names and/or generic family names. Follow the specifics for CSS font-family <a href="https://developer.mozilla.org/en-US/docs/Web/CSS/font-family">https://developer.mozilla.org/en-US/docs/Web/CSS/font-family</a>
font_weight	specifies the font weight. Follow the specifics for CSS font-weight <a href="https://htmldog.com/references/css/properties/font-weight/">https://htmldog.com/references/css/properties/font-weight/</a>
tooltip	variable of data containing text or HTML to render as a tooltip
layer_id	single value specifying an id for the layer. Use this value to distinguish between shape layers of the same type. Layers with the same id are likely to conflict and not plot correctly
id	an id value in data to identify layers when interacting in Shiny apps.
auto_highlight	logical indicating if the shape under the mouse should auto-highlight
highlight_colour	hex string colour to use for highlighting. Must contain the alpha component.
palette	string or matrix. String will be one of <code>colourvalues::colour_palettes()</code> . A matrix must have at least 5 rows, and 3 or 4 columns of values between [0, 255], where the 4th column represents the alpha. You can use a named list to specify a different palette for different colour options (where available), e.g. <code>list(fill_colour = "viridis", stroke_colour = "inferno")</code>
na_colour	hex string colour to use for NA values
legend	either a logical indicating if the legend(s) should be displayed, or a named list indicating which colour attributes should be included in the legend.
legend_options	A list of options for controlling the legend.
legend_format	A list containing functions to apply to legend values. See section legend
update_view	logical indicating if the map should update the bounds to include this layer

focus_layer	logical indicating if the map should update the bounds to only include this layer
digits	number of digits for rounding coordinates
transitions	list specifying the duration of transitions.
brush_radius	radius of the brush in metres. Default NULL. If supplied, the arcs will only show if the origin or destination are within the radius of the mouse. If NULL, all arcs are displayed

## Details

add\_text supports POINT and MULTIPOINT sf objects

## transitions

The transitions argument lets you specify the time it will take for the shapes to transition from one state to the next. Only works in an interactive environment (Shiny) and on WebGL-2 supported browsers and hardware.

The time is in milliseconds

Available transitions for text

```
list( position = 0, fill_colour = 0, angle = 0, size = 0 )
```

## legend

The legend\_options can be used to control the appearance of the legend. This should be a named list, where the names are one of

- css - a string of valid css for controlling the appearance of the legend
- title - a string to use for the title of the legend
- digits - number to round the legend values to

If the layer allows different fill and stroke colours, you can use different options for each. See examples in [add\\_arc](#).

The legend\_format can be used to control the format of the values in the legend. This should be a named list, where the names are one of

- fill\_colour
- stroke\_colour

depending on which type of colouring the layer supports.

The list elements must be functions to apply to the values in the legend.

## id

The id is returned to your R session from an interactive shiny environment by observing layer clicks. This is useful for returning the data.frame row relating to the clicked shape.

From within a shiny server you would typically use `observeEvent({input$map_arc_click})`, where 'map' is the map\_id supplied to `mapdeckOutput()`, and 'arc' is the layer you are clicking on

## Examples

```
## You need a valid access token from Mapbox
key <- 'abc'
set_token( key )

mapdeck(
  style = mapdeck_style('dark')
) %>%
  add_text(
    data = capitals
    , lon = 'lon'
    , lat = 'lat'
    , fill_colour = 'country'
    , text = 'capital'
    , layer_id = 'text'
  )
```

---

add\_title

*Add Title*

---

## Description

Adds a title to a map

## Usage

```
add_title(map, title, layer_id = NULL)
```

## Arguments

map	a mapdeck map object
title	Either a single string for the title, or a list with a 'title' element, and an optional 'css' element. See examples
layer_id	single value specifying an id for the layer. Use this value to distinguish between shape layers of the same type. Layers with the same id are likely to conflict and not plot correctly

## Examples

```
mapdeck() %>%
  add_title(title = "first title", layer_id = "first") %>%
```

```

add_title(title = list(
  title = "second title",
  css = "background-color: red;"),
layer_id = "second") %>%
add_title(title = list(
  title = "Another title",
  css = "background-color: transparent;"),
layer_id = "third")

```

---

add\_trips

*Add Trips*


---

### Description

The Trips Layer takes an sf object with Z (elevation) and M (time) attributes and renders it as animated trips

### Usage

```

add_trips(
  map,
  data = get_map_data(map),
  stroke_colour = NULL,
  stroke_width = NULL,
  opacity = 0.3,
  palette = "viridis",
  trail_length = 180,
  start_time = get_m_range_start(data),
  end_time = get_m_range_end(data),
  animation_speed = 30,
  layer_id = NULL,
  legend = FALSE,
  legend_options = NULL,
  legend_format = NULL,
  digits = 6
)

```

### Arguments

map	a mapdeck map object
data	sf object with XYZM dimensions.
stroke_colour	variable of data or hex colour for the stroke.
stroke_width	width of the stroke in meters. Default 1.
opacity	single value in [0,1]

palette	string or matrix. String will be one of <code>colourvalues::colour_palettes()</code> . A matrix must have at least 5 rows, and 3 or 4 columns of values between [0, 255], where the 4th column represents the alpha. You can use a named list to specify a different palette for different colour options (where available), e.g. <code>list(fill_colour = "viridis", stroke_colour = "inferno")</code>
trail_length	how long it takes for the trail to completely fade out (in same units as timestamps)
start_time	the minimum timestamp
end_time	the maximum timestamp
animation_speed	speed of animation
layer_id	single value specifying an id for the layer. Use this value to distinguish between shape layers of the same type. Layers with the same id are likely to conflict and not plot correctly
legend	either a logical indicating if the legend(s) should be displayed, or a named list indicating which colour attributes should be included in the legend.
legend_options	A list of options for controlling the legend.
legend_format	A list containing functions to apply to legend values. See section <a href="#">legend</a>
digits	number of digits for rounding coordinates

## Details

`add_trips` supports `LINestring` and `MULTILINESTRING` sf objects

## legend

The `legend_options` can be used to control the appearance of the legend. This should be a named list, where the names are one of

- `css` - a string of valid css for controlling the appearance of the legend
- `title` - a string to use for the title of the legend
- `digits` - number to round the legend values to

If the layer allows different fill and stroke colours, you can use different options for each. See examples in [add\\_arc](#).

The `legend_format` can be used to control the format of the values in the legend. This should be a named list, where the names are one of

- `fill_colour`
- `stroke_colour`

depending on which type of colouring the layer supports.

The list elements must be functions to apply to the values in the legend.

**id**

The `id` is returned to your R session from an interactive shiny environment by observing layer clicks. This is useful for returning the `data.frame` row relating to the clicked shape.

From within a shiny server you would typically use `observeEvent({input$map_arc_click})`, where `'map'` is the `map_id` supplied to `mapdeckOutput()`, and `'arc'` is the layer you are clicking on

**Examples**

```
set_token( "MAPBOX_TOKEN")
sf <- city_trail

mapdeck(
  location = c(145, -37.8)
  , zoom = 10
  , style = mapdeck_style("dark")
) %>%
  add_trips(
    data = sf
    , animation_speed = 2000
    , trail_length = 1000
    , stroke_colour = "#FFFFFF"
  )
```

---

capitals

*Capital cities for each country*

---

**Description**

A data set containing the coordinates of 200 capital cities in the world

**Usage**

```
capitals
```

**Format**

A data frame with 200 observations and 4 variables

**country** country name

**capital** capital name

**lat** latitude of capital

**lon** longitude of capital



---

city_trail	<i>city_trail</i>
------------	-------------------

---

**Description**

An sf object of a cyclist cycling around Melbourne's Capital City Trail

**Usage**

```
city_trail
```

**Format**

An object of class sf (inherits from data.frame) with 1 rows and 3 columns.

---

clear_animated_arc	<i>Clear Animated Arc</i>
--------------------	---------------------------

---

**Description**

Clears elements from a map  
Clears elements from a map

**Usage**

```
clear_animated_arc(map, layer_id = NULL)  
clear_line(map, layer_id = NULL)  
clear_arc(map, layer_id = NULL)  
clear_bitmap(map, layer_id = NULL)  
clear_column(map, layer_id = NULL)  
clear_geojson(map, layer_id = NULL)  
clear_greatcircle(map, layer_id = NULL)  
clear_grid(map, layer_id = NULL)  
clear_heatmap(map, layer_id = NULL)  
clear_hexagon(map, layer_id = NULL)
```

```

clear_line(map, layer_id = NULL)
clear_mesh(map, layer_id = NULL)
clear_path(map, layer_id = NULL)
clear_pointcloud(map, layer_id = NULL)
clear_polygon(map, layer_id = NULL)
clear_scatterplot(map, layer_id = NULL)
clear_screengrid(map, layer_id = NULL)
clear_terrain(map, layer_id = NULL)
clear_text(map, layer_id = NULL)
clear_title(map, layer_id = NULL)
clear_trips(map, layer_id = NULL)

```

### Arguments

map	a mapdeck map object
layer_id	the layer_id of the layer you want to clear

---

clear_legend	<i>Clear Legend</i>
--------------	---------------------

---

### Description

Clears the legend for a given layer\_id

### Usage

```
clear_legend(map_id, layer_id)
```

### Arguments

map_id	the id of the map you want to clear the legend from.
layer_id	single value specifying an id for the layer. Use this value to distinguish between shape layers of the same type. Layers with the same id are likely to conflict and not plot correctly

---

clear_tokens	<i>Clear tokens</i>
--------------	---------------------

---

**Description**

Clears the access tokens

**Usage**

```
clear_tokens()
```

---

geojson	<i>Geojson</i>
---------	----------------

---

**Description**

A GeoJSON object of polygons, lines and points in Melbourne

**Usage**

```
geojson
```

**Format**

a 'json' object

---

legend_element	<i>Legend Element</i>
----------------	-----------------------

---

**Description**

Creates a mapdeck legend element for when you want to manually specify a legend (using [mapdeck\\_legend](#))

**Usage**

```
legend_element(  
  variables,  
  colours,  
  colour_type = c("fill", "stroke"),  
  variable_type = c("category", "gradient"),  
  title = "",  
  css = ""  
)
```

**Arguments**

variables	variables assigned to colours
colours	vector of hex colours assigned to variables
colour_type	one of "fill" or "stroke"
variable_type	one of category (discrete) or gradient (continuous)
title	string used as the legend title
css	string of css to control appearance.

**See Also**

[mapdeck\\_legend](#)

**Examples**

```
l1 <- legend_element(  
  variables = c("a", "b")  
  , colours = c("#00FF00", "#FF0000")  
  , colour_type = "fill"  
  , variable_type = "category"  
  , title = "my title"  
)
```

---

light\_settings

*Light Settings*

---

**Description**

List object containing light settings.

**Details**

Available in [add\\_geojson](#), [add\\_pointcloud](#) and [add\\_polygon](#)

- numberOfLights - the number of lights. Maximum of 5
- lightsPosition - vector of x, y, z coordinates. Must be 3x the number of lights
- ambientRatio - the ambient ratio of the lights

**Examples**

```
light <- list(  
  lightsPosition = c(-150, 75, 0)  
  , numberOfLights = 1  
  , ambientRatio = 0.2  
)
```

---

mapdeck	<i>mapdeck</i>
---------	----------------

---

## Description

mapdeck

## Usage

```
mapdeck(  
  data = NULL,  
  token = get_access_token(api = "mapbox"),  
  width = NULL,  
  height = NULL,  
  padding = 0,  
  style = "mapbox://styles/mapbox/streets-v9",  
  pitch = 0,  
  zoom = 0,  
  bearing = 0,  
  max_zoom = 20,  
  min_zoom = 0,  
  max_pitch = 60,  
  min_pitch = 0,  
  location = c(0, 0),  
  show_view_state = FALSE,  
  repeat_view = FALSE  
)
```

## Arguments

data	data to be used in the layer. All coordinates are expected to be EPSG:4326 (WGS 84) coordinate system
token	Mapbox Access token. Use <code>set_token()</code> or <code>Sys.setenv()</code> to set a global token. See Access Tokens section for further details. If left empty layers will still be plotted, but without a Mapbox map.
width	the width of the map
height	the height of the map
padding	the padding of the map
style	the style of the map (see <a href="#">mapdeck_style</a> )
pitch	the pitch angle of the map
zoom	zoom level of the map
bearing	bearing of the map between 0 and 360
max_zoom	sets the maximum zoom level
min_zoom	sets the minimum zoom level

<code>max_pitch</code>	sets the maximum pitch
<code>min_pitch</code>	sets the minimum pitch
<code>location</code>	unnamed vector of lon and lat coordinates (in that order)
<code>show_view_state</code>	logical, indicating whether to add the current View State to the map. When TRUE, the following is added as an overlay to the map <ul style="list-style-type: none"> <li>• width</li> <li>• height</li> <li>• latitude &amp; longitude</li> <li>• zoom</li> <li>• bearing</li> <li>• pitch</li> <li>• altitude</li> <li>• viewBounds</li> <li>• interactionState</li> </ul>
<code>repeat_view</code>	Logical indicating if the layers should repeat at low zoom levels

### Access Tokens

If the token argument is not used, the map will search for the token, firstly by checking if `set_token()` was used, then it will search environment variables using `Sys.getenv()` and the following values, in this order

```
c("MAPBOX_TOKEN", "MAPBOX_KEY", "MAPBOX_API_TOKEN", "MAPBOX_API_KEY",
  "MAPBOX", "MAPDECK")
```

If multiple tokens are found, the first one is used

---

mapdeck-shiny

*Shiny bindings for mapdeck*

---

### Description

Output and render functions for using mapdeck within Shiny applications and interactive Rmd documents.

### Usage

```
mapdeckOutput(outputId, width = "100%", height = "400px")
```

```
renderMapdeck(expr, env = parent.frame(), quoted = FALSE)
```

**Arguments**

outputId	output variable to read from
width, height	Must be a valid CSS unit (like '100%', '400px', 'auto') or a number, which will be coerced to a string and have 'px' appended.
expr	An expression that generates a mapdeck
env	The environment in which to evaluate expr.
quoted	Is expr a quoted expression (with quote())? This is useful if you want to save an expression in a variable.

---

mapdeck\_dependencies    *Mapdeck Dependencies*

---

**Description**

Adds the required mapdeck javascript dependencies to a Shiny UI when you want to use mapdeck layers, but not with a mapdeck map.

**Usage**

```
mapdeck_dependencies()
```

---

mapdeck\_dispatch    *mapdeck dispatch*

---

**Description**

Extension points for plugins

**Usage**

```
mapdeck_dispatch(
  map,
  funcName,
  mapdeck = stop(paste(funcName, "requires a map update object")),
  mapdeck_update = stop(paste(funcName, "does not support map update objects"))
)

invoke_method(map, method, ...)
```

**Arguments**

map	a map object, as returned from <a href="#">mapdeck</a>
funcName	the name of the function that the user called that caused this mapdeck_dispatch call; for error message purposes
mapdeck	an action to be performed if the map is from <a href="#">mapdeck</a>
mapdeck_update	an action to be performed if the map is from <a href="#">mapdeck_update</a>
method	the name of the JavaScript method to invoke
...	unnamed arguments to be passed to the JavaScript method

**Value**

mapdeck\_dispatch returns the value of mapdeck or or an error. invokeMethod returns the map object that was passed in, possibly modified.

---

mapdeck_legend	<i>Mapdeck Legend</i>
----------------	-----------------------

---

**Description**

Constructs legend elements into the correct JSON format for plotting on the map

**Usage**

```
mapdeck_legend(legend_elements)
```

**Arguments**

legend\_elements  
vector of legend elements (made from [legend\\_element](#))

**See Also**

[legend\\_element](#)

**Examples**

```
l1 <- legend_element(
  variables = c("a", "b")
  , colours = c("#00FF00", "#FF0000")
  , colour_type = "fill"
  , variable_type = "category"
  , title = "my title"
)

mapdeck_legend(l1)
```



---

mapdeck_style	<i>Mapdeck Style</i>
---------------	----------------------

---

### Description

Various styles available to all Mapbox accounts using a valid access token. Available styles are listed at <https://docs.mapbox.com/api/maps/#styles>.

### Usage

```
mapdeck_style(  
  style = c("dark", "light", "outdoors", "streets", "satellite", "satellite-streets")  
)
```

### Arguments

style                    one of streets, outdoors, light, dark, satellite, satellite-streets

### Examples

```
## You need a valid access token from Mapbox  
key <- 'abc'  
  
## set a map style  
mapdeck(token = key, style = mapdeck_style("dark"))
```

---

mapdeck_tokens	<i>Mapdeck_tokens</i>
----------------	-----------------------

---

### Description

Retrieves the mapdeck token that has been set

### Usage

```
mapdeck_tokens()
```

---

mapdeck_update	<i>Mapdeck update</i>
----------------	-----------------------

---

### Description

Update a Mapdeck map in a shiny app. Use this function whenever the map needs to respond to reactive content.

### Usage

```
mapdeck_update(
  data = NULL,
  map_id,
  session = shiny::getDefaultReactiveDomain(),
  deferUntilFlush = TRUE,
  map_type = c("mapdeck_update", "google_map_update")
)
```

### Arguments

data	data to be used in the layer. All coordinates are expected to be EPSG:4326 (WGS 84) coordinate system
map_id	string containing the output ID of the map in a shiny application.
session	the Shiny session object to which the map belongs; usually the default value will suffice.
deferUntilFlush	indicates whether actions performed against this instance should be carried out right away, or whether they should be held until after the next time all of the outputs are updated; defaults to TRUE.
map_type	either mapdeck_update or google_map_update

---

mapdeck_view	<i>Mapdeck view</i>
--------------	---------------------

---

### Description

Changes the view of the of the map

**Usage**

```
mapdeck_view(  
  map,  
  location = NULL,  
  zoom = NULL,  
  pitch = NULL,  
  bearing = NULL,  
  duration = NULL,  
  transition = c("linear", "fly")  
)
```

**Arguments**

map	a mapdeck map object
location	unnamed vector of lon and lat coordinates (in that order)
zoom	zoom level of the map
pitch	the pitch angle of the map
bearing	bearing of the map between 0 and 360
duration	time in milliseconds of the transition
transition	type of transition

---

melbourne

*Polygons in and around Melbourne*

---

**Description**

A data set containing statistical area 2 regions of central (and surrounds) Melbourne.

**Usage**

```
melbourne
```

**Format**

An sfencoded and data frame object with 41 observations and 8 variables. See library googlePoly-lines for information on sfencoded objects

---

melbourne_mesh	<i>Melbourne Mesh</i>
----------------	-----------------------

---

**Description**

A mesh3d object of Melbourne

**Usage**

melbourne\_mesh

**Format**

An object of class mesh3d (inherits from shape3d) of length 6.

---

roads	<i>Roads in central Melbourne</i>
-------	-----------------------------------

---

**Description**

A simple feature sf object of roads in central Melbourne

**Usage**

roads

**Format**

An sf and data frame object with 18286 observations and 16 variables

**Details**

Obtained from <https://www.data.gov.au> and distributed under the Creative Commons 4 License <https://creativecommons.org/licenses/by/4.0/>

---

set_token	<i>Set Token</i>
-----------	------------------

---

**Description**

Sets an access token so it's available for all mapdeck calls. See details

**Usage**

```
set_token(token)
```

**Arguments**

token	Mapbox access token
-------	---------------------

**Details**

Use set\_token to make access tokens available for all the mapdeck() calls in a session so you don't have to keep specifying the token argument each time

---

update_style	<i>update style</i>
--------------	---------------------

---

**Description**

update style

**Usage**

```
update_style(map, style)
```

**Arguments**

map	a mapdeck map object
style	the style of the map (see <a href="#">mapdeck_style</a> )

---

%>%

*Pipe*

---

### Description

Uses the pipe operator (%>%) to chain statements. Useful for adding layers to a mapdeck map

### Arguments

lhs, rhs          A mapdeck map and a layer to add to it

### Examples

```
key <- "your_api_key"
mapdeck(key = key) %>%
  add_scatterplot(
    data = capitals
    , lat = "lat"
    , lon = "lon"
    , radius = 100000
    , fill_colour = "country"
    , layer_id = "scatter_layer"
  )
```

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