

# Package ‘roundhouse’

September 16, 2018

**Type** Package

**Title** An R Wrapper to the 'ICNDb' API

**Version** 0.0.1

**Description** An R wrapper to the 'Internet Chuck Norris database' ('ICNDb') API for generating random Chuck Norris facts.

**License** GPL (>= 2)

**URL** <https://github.com/bgreenwell/roundhouse>

**BugReports** <https://github.com/bgreenwell/roundhouse/issues>

**Imports** httr, jsonlite

**Suggests** covr, magick, testthat

**Encoding** UTF-8

**LazyData** true

**RoxygenNote** 6.1.0

**NeedsCompilation** no

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**Repository** CRAN

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fetch_categories	<i>Fetch available categories</i>
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**Description**

Fetch all available Chuck Norris fact categories.

**Usage**

```
fetch_categories()
```

**Examples**

```
## Not run:
# Fetch all available fact categories
fetch_categories()

## End(Not run)
```

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kick	<i>Roundhouse kick</i>
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**Description**

Generate a roundhouse kick from Chuck Norris...with a random fact (or user- supplied text).

**Usage**

```
kick(text = NULL, type = 1, width = 35, size = 20,
      color = "white", fps = NULL, loop = 0, ...)
```

**Arguments**

text	Character string specifying the text to display with the roundhouse (preferably, a Chuck Norris fact). If NULL, a fact is selected at random from the ICNDb.
type	Integer specifying which roundhouse kick to generate. Current options are 1 (standard roundhouse kick) or 2 (roundhouse kick bad guy through bar window). Default is 1.
width	Integer specifying the number of characters per line. Default is 35
size	Integer specifying the font size in pixels. Default is 10.
color	Character string specifying the color of the text.
fps	Integer specifying the frames per second of the roundhouse kick. (Must be a factor of 100.)
loop	Integer specifying the number of times the roundhouse kick should be repeated. Though a single roundhouse kick is always sufficient, the default is 0 which results in an infinite number of roundhouse kicks.
...	Additional optional arguments to be passed onto <a href="#">image_annotate</a> .

**Examples**

```
## Not run:
# Random fact
kick(width = 40, size = 15)

# User-supplied text
kick("Chuck Norris can't test for equality because he has no equal.",
     type = 2, width = 40, size = 25, fps = 5)

## End(Not run)
```

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random_fact	<i>Random Chuck Norris facts</i>
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**Description**

Query the internet Chuck Norris database (ICNDb) for a random Chuck Norris fact.

**Usage**

```
random_fact(n = 1L, include = NULL, exclude = NULL)
```

**Arguments**

n	Integer specifying the number of random facts to return. Default is 1.
include	Character string specifying the category of the joke. Default is NULL meaning use all available categories in the query. The available categories can be viewed using <code>fetch_categories()</code> . (Currently ignored.)
exclude	Character string specifying the categories to exclude. Default is NULL meaning use all available categories in the query. The available categories can be viewed using <code>fetch_categories()</code> . (Currently ignored.)

**Value**

An object of class "random\_fact"; essentially a character vector.

**Examples**

```
## Not run:
# Generate a random fact
random_fact()

# Generate multiple random facts
random_fact(3)

## End(Not run)
```

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