Package ‘soiltexture’

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Suggests xtable
Description "The Soil Texture Wizard" is a set of R functions designed to produce texture triangles (also called texture plots, texture diagrams, texture ternary plots), classify and transform soil textures data. These functions virtually allows to plot any soil texture triangle (classification) into any triangle geometry (isosceles, right-angled triangles, etc.). This set of function is expected to be useful to people using soil textures data from different soil texture classification or different particle size systems. Many (> 15) texture triangles from all around the world are predefined in the package. A simple text based graphical user interface is provided: soiltexture_gui().
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soiltexture-package

Description

"The Soil Texture Wizard" is a set of R functions designed to produce texture triangles (also called texture plots, texture diagrams, texture ternary plots), classify and transform soil textures data. These functions virtually allows to plot any soil texture triangle (classification) into any triangle geometry (isosceles, right-angled triangles, etc.). This set of function is expected to be useful to people using soil textures data from different soil texture classification or different particle size systems. Many (> 15) texture triangles from all around the world are predefined in the package. A simple text based graphical user interface is provided: soiltexture_gui().

Details

Package: soiltexture
Version: 1.3.3
Date: 2015-05-15
Title: Functions for Soil Texture Plot, Classification and Transformation
Author: Julien Moeys [aut, cre], Wei Shangguan [ctb], Rainer Petzold [ctb], Budiman Minasny [ctb], Bogdan Rosca [ctb], Nic Jelinski [ctb], Wiktor Zelazny [ctb], Rodolfo Marcondes Silva Souza [ctb], Jose Lucas Safanelli [ctb], Alexandre ten Caten [ctb]
Maintainer: Julien Moeys <jules_m78-soiltexture@yahoo.fr>
Depends: R (>= 3.1.1), utils
Suggests: xtable
License: AGPL (>=3)
URL: http://soiltexture.r-forge.r-project.org/
Imports: sp, MASS, tools, tcltk

Author(s)

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soiltextureInfo

Display and / or export system and package version information

Description

Display and / or export system and package version information.
Can be used to provide an overview of the system and the R packages that were used to produce some calculations, thus improving the traceability of that work in the long run.

Usage

soiltextureInfo(file = NULL, verbose = TRUE, depends = FALSE,

md5 = TRUE, packages = "soiltexture")

Arguments

file Single character string. Name of the text file (with or without its path) in which the information will be exported. If NULL (default), information are not exported.

verbose Single logical value. If TRUE, information are displayed on the screen.

depends Single logical value. If TRUE, information on packages dependencies are also displayed, in the same way

md5 Single logical value. If TRUE, the package MD5 checksums are returned too

packages Single character string. Name of the package whose information must be returned.

Value

Invisibly returns the information as a vector of character strings

Author(s)

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See Also

The base functions that were used internally to compile
the information: `Sys.time`,
`Sys.info`, `version`,
`.packages`,
`installed.packages`,
`package_dependencies`. See also the
MD5 file in each package directory (and
`md5sum` for generating these MD5 checksums).

Examples

```r
library( "soiltexture" )

# Temporary file where the info will be exported:

f <- tempfile()

# Generate package information

soiltextureInfo( file = f, depends = TRUE, verbose = FALSE )

# Read again the info (as for verbose = TRUE)

cat( readLines( f ), sep = "\n" )

unlink( f )
```
# Also works with other packages

soiltextureInfo( packages = "sp" )

---

soiltexture_gui

Text-based menu for plotting and classifying soil texture data

**Description**

Text-based menu for plotting and classifying soil texture data.

If you simply want to obtain a figure with an empty soil texture triangle, just call
soiltexture_gui() and follow the instructions.

If you want to a figure with your own soil texture data on top of a texture triangle, you must first prepare a tabular text file containing your texture data, as .txt or .csv. Such a file can be prepared with MS Excel or Libre Office, and exported as CSV ("CSV (comma delimited) (*.csv)" or "CSV (MS-DOS) (*.csv)" for example). The table must contain headers (column names) and it must the following columns and headers: CLAY, SILT and SAND. Other columns are allowed and will be ignored. In the texture data file, each row represent a record (a sample) and each column a variable.

You will be asked about the format of this text file, in particular about the field / column separator (it can be commas, semi-colons, tabulations or (multiple) spaces) and the decimal mark (comma or dot). The file encoding can be either the native encoding of the computer, or UTF-8 (without BOM).

The sum of the texture of each row must be either 1 (if expressed as a fraction) or 100 (if expressed as a percentage). You will be asked about the unit. Only small
soiltexture_gui

divergences from 1 or 100 are allowed, but you will be
asked if you want to normalise your data beforehand, so
larger divergences are possible.
You will also be asked which texture classification system
you want to use (FAO, USDA, etc.). It is possible to
plot a texture triangle without texture classification.
Finally, if you have chosen a texture classification system,
soiltexture_gui can classify each record according
to this classification system and
return you the texture class of each record,
as a CSV text file.
The texture triangle is show to you with R default
graphical device, and you can choose to export a
PNG figure of the resulting texture triangle (between
512 and 2048 pixel width/height, depending on what you
chose).

Usage

soiltexture_gui(main = NULL, graphics = FALSE, ...)

Arguments

main Single character string. Main title of the texture
diagram. Set to NA to obtain a a slightly bigger
figure, with no title. See TT.plot.
graphics See select.list.
... Additional parameters passed to
soiltexture:::read.table.menu or
(subsequently) to read.table.

Value

Either NULL if no texture data was imported,
or a data.frame (if texture data was
imported). The texture classification is also returned
(when the user asked for a texture classification).

Author(s)

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Jose Lucas Safanelli [ctb], Alexandre ten Caten [ctb]
Examples

```
library("soiltexture")

# Call the text graphical user interface

soiltexture_gui()

# ... and follow the instructions indicated to you!
```

### TT.add

*Function to add a new default package parameters.*

**Description**

Function to add a new default package parameters. Mostly used to add a new texture triangle definition.

**Usage**

```
TT.add(..., par.list = "TT.par", bkp.par.list = "TT.par.bkp",

        par.env = TT.env)
```

**Arguments**

- ...  
- par.list  
- bkp.par.list  
- par.env
**TT.auto.set**

*Internal. Retrieve and set default values for parameters (par() or not), when NULL.*

**Description**

Retrieve and set default values for parameters (par() or not), when NULL.

**Usage**

```r
tt.auto.set(fun = sys.function(which = -1), assign.op = TRUE,

   p.env = parent.frame(), set.par = TRUE)
```

**Arguments**

- `fun`
- `assign.op`
- `p.env`
- `set.par`

**Author(s)**

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---

**TT.axis.arrows**

*Internal. Plot the axis’ arrows of a texture triangle plot.*

**Description**

Plot the axis’ arrows of a texture triangle plot.
Usage

```
TT.axis.arrows(geo, css.lab = NULL, a.l = TT.get("arrows.lims"),

  a.h.s = TT.get("arrows.head.shift"), a.t.s = TT.get("arrows.text.shift"),

  a.t.s2 = TT.get("arrows.text.shift2"), a.b.s = TT.get("arrows.base.shift"),

  text.tol = NULL, text.sum = NULL, blr.clock = NULL, tlr.an = NULL,

  base.css.ps.lim = NULL, tri.sum.tst = FALSE, tri.pos.tst = FALSE,

  lwd.lab = NULL, arrows.lty = NULL, col.lab = NULL, font.lab = NULL,

  cex.lab = NULL, family.op = NULL, unit.ps = NULL, unit.tx = NULL,

  lang = NULL)
```

Arguments

ggeo
css.lab
  a.l
  a.h.s
  a.t.s
  a.t.s2
  a.b.s
text.tol
text.sum
  blr.clock
tlr.an
  base.css.ps.lim

  tri.sum.tst
  tri.pos.tst
  lwd.lab
  arrows.lty
  col.lab
TT.baseplot

- font.lab
- cex.lab
- family.op
- unit.ps
- unit.tx
- lang

**Author(s)**
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---

**TT.baseplot**

*Internal. Create an empty plot scene for a texture triangle.*

---

**Description**

Create an empty plot where a texture triangle can be drawn with other secondary functions (frame, axis, ...). Also return the ‘geo’ parameters needed by these secondary functions.

**Usage**

```r
TT.baseplot(geo = NULL, class.sys = "none", blr.clock = NULL,

tlr.an = NULL, blr.tx = NULL, text.sum = NULL, base.css.ps.lim = NULL,

tri.sum.tst = NULL, tri.pos.tst = NULL, text.tol = NULL,

unit.ps = NULL, unit.tx = NULL, b.lim = NULL, l.lim = NULL,

main = NULL, new.mar = NULL, bg = NULL, fg = NULL, col = NULL,

cex.main = NULL, lang = NULL)
```
Arguments

geo
class.sys
blr.clock
tlr.an
blr.tx
text.sum
base.css.ps.lim

tri.sum.tst
tri.pos.tst
text.tol
unit.ps
unit.tx
b.lim
l.lim
main
new.mar
bg
fg
col
cex.main
lang

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|TT.blr.ps.lim| Internal. Create a tabular version of clay silt sand particle size limits.|

Description

Create a tabular version of clay silt sand particle size limits.

Usage

TT.blr.ps.lim(blr.tx, css.ps.lim)
**Arguments**

blr.tx
css.ps.lim

**Author(s)**

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```
TT.blr.tx.check
```

Internal. Check the consistency between blr.tx and css.names.

**Description**

Check the consistency between blr.tx and css.names. All values in blr.tx should be found in css.names and vice-versa.

**Usage**

```
TT.blr.tx.check(blr.tx, css.names)
```

**Arguments**

blr.tx
css.names

**Author(s)**

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```
TT.check.ps.lim
```

Internal. Check the consistency between 'base.ps.lim' and 'dat.ps.lim'.

**Description**

Check the consistency between 'base.ps.lim' and 'dat.ps.lim'.

5 tests performed.
Usage

TT.check.ps.lim(base.ps.lim, dat.ps.lim, ps.lim.length = c(4, 4))

Arguments

base.ps.lim
dat.ps.lim
ps.lim.length  vector of 2 integers. Number of particle size classes + 1. c(base,dat)

Author(s)

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TT.chemometrics.alr  Compute the additive log-ratio transformation of compositional data.

Description


The function has been modified so it returns NA when a value is below or equal to zero (this happens when using a regular grid of texture data, for practical reasons).

The function has also been modified so it uses column name rather than column index.

Usage

TT.chemometrics.alr(X, divisorvar, css.names)

Arguments

X
divisorvar
css.names
TT.classes

Author(s)

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---

Plot the texture classes polygons in a texture triangle plot.

Description

Plot the texture classes polygons in an existing texture triangle plot. Draw the polygons and the labels inside each polygons.

Usage

```
TT.classes(geo, class.sys, tri.css.ps.lim = NULL, css.transf = NULL, text.transf.fun = NULL, trsf.add.opt1 = NULL, trsf.add.opt2 = NULL, text.tol = NULL, text.sum = NULL, base.css.ps.lim = NULL, blr.tx = NULL, blr.clock = NULL, tri.sum.tst = NULL, tri.pos.tst = NULL, bg = NULL, class.lab.col = NULL, class.p.bg.col = NULL, class.p.bg.hue = NULL, class.line.col = NULL, class.lty = NULL, class.lab.show = NULL, cex.lab = NULL, font.lab = NULL, family.op = NULL, lwd.axis = NULL, col.axis = NULL, new.centroid = TRUE)
```

Arguments

- geo
- class.sys
- tri.css.ps.lim
- css.transf
- text.transf.fun
- trsf.add.opt1
- trsf.add.opt2
- text.tol
- text.sum
- base.css.ps.lim
- blr.tx
- blr.clock
- tri.sum.tst
- tri.pos.tst
- bg
class.lab.col
class.p.bg.col
class.p.bg.hue
class.line.col
class.lty
class.lab.show
cex.lab
font.lab
family.op
lwd.axis
col.axis
new.centroid

Single logical. If TRUE (default) the new method (Paul Bourke) is used to calculate the centroid. If FALSE the centroid is taken as the mean x and y coordinates of the vertices.

Author(s)
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T.T.classes.tbl

Returns the table of classes of a texture classification system.

Description
Returns the table of classes of a texture classification system. Returns the classes abbreviations, names and the vertices numbers that defines each class. Use T.T.vertices.tbl() to retrieve the clay silt sand coordinates of the triangle classes vertices. See also T.T.vertices.plot().

Usage
T.T.classes.tbl(class.sys = "HYPRES.TT", collapse = NULL)

Arguments
class.sys
collapse

Author(s)
Julien Moeys [aut, cre], Wei Shangguan [ctb], Rainer Petzold [ctb], Budiman Minasny [ctb], Bogdan Rosca [ctb], Nic Jelinski [ctb], Wiktor Zelazny [ctb], Rodolfo Marcondes Silva Souza [ctb], Jose Lucas Safanelli [ctb], Alexandre ten Caten [ctb]
**TT.col2hsv**

*Internal. Convert any colors to hsv.*

**Description**

Convert any colors to hsv. Wrapper around rgb2hsv() and col2rgb().

**Usage**

`TT.col2hsv(col)`

**Arguments**

- `col`

**Author(s)**

Julien Moeys [aut, cre], Wei Shangguan [ctb], Rainer Petzold [ctb], Budiman Minasny [ctb], Bogdan Rosca [ctb], Nic Jelinski [ctb], Wiktor Zelazny [ctb], Rodolfo Marcondes Silva Souza [ctb], Jose Lucas Safanelli [ctb], Alexandre ten Caten [ctb]

**TT.contour**

*Wrapper for the contour() function adapted to texture triangles.*

**Description**

A wrapper for the contour() function adapted to texture triangles (plot preparation).

designed to plot the results of TT.mahalanobis() or TT.kde2d(), before or after plot.

**Usage**

```r
TT.contour(geo, x, add = FALSE, tri.sum.tst = NULL, tri.pos.tst = NULL,
           text.tol = NULL, unit.ps = NULL, unit.tx = NULL, b.lim = NULL,
           l.lim = NULL, main = NULL, new.mar = NULL, bg = NULL, fg = NULL,
           col = NULL, cex.main = NULL, lang = NULL, nlevels = 10, levels = NA,
           ...)```

labels = NULL, xlim = NA, ylim = NA, zlim = NA, labcex = 1,

drawlabels = TRUE, method = "flattest", axes = TRUE, frame.plot = NA,
lty = NA, lwd = NA, blr.clock = NULL, tlr.an = NULL, blr.tx = NULL,

text.sum = NULL, base.css.ps.lim = NULL, ...)

Arguments

geo      
x      
add      
tri.sum.tst      
tri.pos.tst      
text.tol      
unit.ps      
unit.tx      
b.lim      
l.lim      
main      
new.mar      
bg      
fg      
col      
cex.main      
lang      
nlevels      
levels      
labels      
xlim      
ylim      
zlim      
labcex      
drawlabels      
method      
axes
frame.plot
lty
lwd
blr.clock
tlr.an
blr.tx
text.sum
base.css.ps.lim

...  

Author(s)

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TT_css2xy

Internal. Converts texture data (3 classes) into x-y coordinates.

Description

Converts texture data (3 classes) into x-y coordinates. This function is the 'heart' of most soiltexture plot functions.

Usage

TT_css2xy(tri.data, geo, css.names = NULL, text.tol = NULL, tri.sum.tst = NULL, 

tri.pos.tst = NULL, set.par = FALSE, text.sum = NULL, blr.clock = NULL)

Arguments

tri.data
geo
css.names
text.tol
tri.sum.tst
tri.pos.tst
set.par
text.sum
blr.clock
Test the validity of some soil texture data table (3 particle size classes).

**Description**

Test the validity of some soil texture data table. (1) Test that it is a data.frame or matrix, (2) Test that column names contains 'css.names', (3) Test that there are no missing values, (4) that all values are >= 0, (5) That the sum of the 3 particle size classes is >= 'text.sum'*'(1-'text.tol') or <= 'text.sum'*(1+'text.tol'). 'tri.data' may contain other variables than the 3 textuer classes (ignored).

**Usage**

```r
TT.data.test(tri.data, css.names = NULL, text.sum = NULL, text.tol = NULL,

            tri.sum.tst = NULL, tri.pos.tst = NULL)
```

**Arguments**

- `tri.data`
- `css.names`
- `text.sum`
- `text.tol`
- `tri.sum.tst`
- `tri.pos.tst`

**Author(s)**

Julien Moeys [aut, cre], Wei Shangguan [ctb], Rainer Petzold [ctb], Budiman Minasny [ctb], Bogdan Rosca [ctb], Nic Jelinski [ctb], Wiktor Zelazny [ctb], Rodolfo Marcondes Silva Souza [ctb], Jose Lucas Safanelli [ctb], Alexandre ten Caten [ctb]
TT.data.test.X

Test the validity of some soil texture data table (X particle size classes).

Description

Test the validity of some soil texture data table. (1) Test that it is a data.frame or matrix, (3) Test that there are no missing values, (4) that all values are >= 0, (5) That the sum of the X particle size class is >= 'text.sum'*(1-'text.tol') or <= 'text.sum'*(1+'text.tol'). Contrary to TT.data.test() no test are performed for the particle size classes and columns names, so 'tri.data' should only contains texture data, and nothing else.

Usage

```
TT.data.test.X(tri.data, text.sum = NULL, text.tol = NULL, tri.sum.tst = NULL,

            tri.pos.tst = NULL)
```

Arguments

- `tri.data`
- `text.sum`
- `text.tol`
- `tri.sum.tst`
- `tri.pos.tst`

Author(s)

Julien Moeys [aut, cre], Wei Shangguan [ctb], Rainer Petzold [ctb], Budiman Minasny [ctb], Bogdan Rosca [ctb], Nic Jelinski [ctb], Wiktor Zelazny [ctb], Rodolfo Marcondes Silva Souza [ctb], Jose Lucas Safanelli [ctb], Alexandre ten Caten [ctb]
### TT.dataset

*Genetates a virtual cross correlated clay silt sand + Z dataset.*

**Description**

Genetates a virtual cross correlated clay silt sand + Z dataset, where Z is a virtual 4th variable correlated to the texture.

**Usage**

```r
TT.dataset(n, seed.val = NULL, css.names = NULL, text.sum = NULL)
```

**Arguments**

- `n`
- `seed.val`
- `css.names`
- `text.sum`

**Author(s)**

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---

### TT.deg2rad

*Internal. Function to convert angle in degree to angle in radian.*

**Description**

Function to convert angle in degree to angle in radian.

**Usage**

```r
TT.deg2rad(A)
```

**Arguments**

- `A`  
  Angle in Degrees

**Author(s)**

Julien Moeys [aut, cre], Wei Shangguan [ctb], Rainer Petzold [ctb], Budiman Minasny [ctb], Bogdan Rosca [ctb], Nic Jelinski [ctb], Wiktor Zelazny [ctb], Rodolfo Marcondes Silva Souza [ctb], Jose Lucas Safanelli [ctb], Alexandre ten Caten [ctb]
**TT.dia2phi**

*Internal. Convert a soil particle diameter dia [micro-meters] into phi = -log2(dia/1000)*

**Description**

Convert a soil particle diameter dia [micro-meters] into phi = -log2(dia). See also TT.phi2dia().

**Usage**

TT.dia2phi(dia)

**Arguments**

- **dia**: Particle size diameter in micro-meters (will be converted in milli-meters)

**Author(s)**

Julien Moeys [aut, cre], Wei Shangguan [ctb], Rainer Petzold [ctb], Budiman Minasny [ctb], Bogdan Rosca [ctb], Nic Jelinski [ctb], Wiktor Zelazny [ctb], Rodolfo Marcondes Silva Souza [ctb], Jose Lucas Safanelli [ctb], Alexandre ten Caten [ctb]

**TT.DJ.col**

*Internal. A function to obtaine a weight average 'mix' of different colors!*

**Description**

A function to obtaine a weight average 'mix' of different colors!

**Usage**

TT.DJ.col(cl, w, gray.l = FALSE)

**Arguments**

- **cl**
- **w**
- **gray.l**

**Author(s)**

Julien Moeys [aut, cre], Wei Shangguan [ctb], Rainer Petzold [ctb], Budiman Minasny [ctb], Bogdan Rosca [ctb], Nic Jelinski [ctb], Wiktor Zelazny [ctb], Rodolfo Marcondes Silva Souza [ctb], Jose Lucas Safanelli [ctb], Alexandre ten Caten [ctb]
TT.edges

*Internal. Plot the edges (bare axis) of a soil texture triangle.*

**Description**

Plot the edges (bare axis) of a soil texture triangle. This is not a primary plot function, TT.baseplot() must have been called before (usually inside TT.plot()).

**Usage**

```r
TT.edges(geo, text.tol = NULL, text.sum = NULL, blr.clock = NULL,

           col.axis = NULL, plot.axis = TRUE, frame.bg.col = NULL, lwd.axis = NULL,

           tri.sum.tst = NULL, tri.pos.tst = NULL, bg = NULL)
```

**Arguments**

- `geo`
- `text.tol`
- `text.sum`
- `blr.clock`
- `col.axis`
- `plot.axis`
- `frame.bg.col`
- `lwd.axis`
- `tri.sum.tst`
- `tri.pos.tst`
- `bg`

**Author(s)**

Julien Moeys [aut, cre], Wei Shangguan [ctb], Rainer Petzold [ctb], Budiman Minasny [ctb], Bogdan Rosca [ctb], Nic Jelinski [ctb], Wiktor Zelazny [ctb], Rodolfo Marcondes Silva Souza [ctb], Jose Lucas Safanelli [ctb], Alexandre ten Caten [ctb]
**Description**

Environment for storing, hiding and protecting internal variables and functions

**Usage**

```r
TT.env
```

---

**Description**

Internal. Retrieve and set default values from options.

**Usage**

```r
TT.gen.op.set(param, assign.op = TRUE, p.env = parent.frame())
```

**Arguments**

- `param`
- `assign.op`
- `p.env`

**Author(s)**

Julien Moeys [aut, cre], Wei Shangguan [ctb], Rainer Petzold [ctb], Budiman Minasny [ctb], Bogdan Rosca [ctb], Nic Jelinski [ctb], Wiktor Zelazny [ctb], Rodolfo Marcondes Silva Souza [ctb], Jose Lucas Safanelli [ctb], Alexandre ten Caten [ctb]
**TT.geo.get**

*Internal. Retrieve and return the geometrical parameters from a list of parameter values (NULL or not).*

**Description**

Retrieve and return the geometrical parameters from a list of parameter values (NULL or not).

**Usage**

TT.geo.get(class.sys = NULL, blr.clock = NULL, tlr.an = NULL,

blr.tx = NULL, text.sum = NULL, base.css.ps.lim = NULL)

**Arguments**

class.sys
blr.clock
tlr.an
blr.tx
text.sum
base.css.ps.lim

**Author(s)**

Julien Moeys [aut, cre], Wei Shangguan [ctb], Rainer Petzold [ctb], Budiman Minasny [ctb], Bogdan Rosca [ctb], Nic Jelinski [ctb], Wiktor Zelazny [ctb], Rodolfo Marcondes Silva Souza [ctb], Jose Lucas Safanelli [ctb], Alexandre ten Caten [ctb]

---

**TT.geo.set**

*Internal. Takes "geo" values and assign them individually in the parent function.*

**Description**

Takes "geo" values and assign them individually in the parent function.

**Usage**

TT.geo.set(geo, p.env = parent.frame())
Arguments

geo
p.env

Author(s)

Julien Moeys [aut, cre], Wei Shangguan [ctb], Rainer Petzold [ctb], Budiman Minasny [ctb], Bogdan Rosca [ctb], Nic Jelinski [ctb], Wiktor Zelazny [ctb], Rodolfo Marcondes Silva Souza [ctb], Jose Lucas Safanelli [ctb], Alexandre ten Caten [ctb]

TT.get

Function to retrieve / get the default package parameters.

Description

Function to retrieve / get the default package parameters.

Usage

TT.get(..., par.list = "TT.par", bkp.par.list = "TT.par.bkp",

par.env = TT.env)

Arguments

...
par.list
bkp.par.list
par.env

Author(s)

Julien Moeys [aut, cre], Wei Shangguan [ctb], Rainer Petzold [ctb], Budiman Minasny [ctb], Bogdan Rosca [ctb], Nic Jelinski [ctb], Wiktor Zelazny [ctb], Rodolfo Marcondes Silva Souza [ctb], Jose Lucas Safanelli [ctb], Alexandre ten Caten [ctb]
TT.grid

Plot a grid at regular texture intervals inside an existing soil texture triangle.

Description

Plot a grid at regular texture intervals inside an existing soil texture triangle.

Usage

```
TT.grid(geo = geo, at = NULL, text_tol = NULL, text_sum = NULL,

   bllr.clock = NULL, grid.col = NULL, grid.lty = NULL, lwd.axis = NULL,

   tri.sum.tst = NULL, tri.pos.tst = NULL, class.p.bg.col = NULL,

   class.p.bg.hue = NULL, frame.bg.col = NULL, bg = NULL, col.axis = NULL)
```

Arguments

- `geo`
- `at`
- `text_tol`
- `text_sum`
- `blr.clock`
- `grid.col`
- `grid.lty`
- `lwd.axis`
- `tri.sum.tst`
- `tri.pos.tst`
- `class.p.bg.col`
- `class.p.bg.hue`
- `frame.bg.col`
- `bg`
- `col.axis`

Author(s)

Julien Moeys [aut, cre], Wei Shangguan [ctb], Rainer Petzold [ctb], Budiman Minasny [ctb], Bogdan Rosca [ctb], Nic Jelinski [ctb], Wiktor Zelazny [ctb], Rodolfo Marcondes Silva Souza [ctb], Jose Lucas Safanelli [ctb], Alexandre ten Caten [ctb]
TT.ifelse

**Description**

Flexible version of ifelse.

**Usage**

TT.ifelse(test, yes, no)

**Arguments**

test
yes
no

**Author(s)**

Julien Moeys [aut, cre], Wei Shangguan [ctb], Rainer Petzold [ctb], Budiman Minasny [ctb], Bogdan Rosca [ctb], Nic Jelinski [ctb], Wiktor Zelazny [ctb], Rodolfo Marcondes Silva Souza [ctb], Jose Lucas Safanelli [ctb], Alexandre ten Caten [ctb]

TT.image

**Description**

Wrapper for the contour() function adapted to texture triangles.

**Usage**

TT.image(geo, x, add = FALSE, tri.sum.tst = NULL, tri.pos.tst = NULL, text.tol = NULL, unit.ps = NULL, unit.tx = NULL, b.lim = NULL, l.lim = NULL, main = NULL, new.mar = NULL, bg = NULL, fg = NULL,
cex.main = NULL, lang = NULL, xlim = NA, ylim = NA, zlim = NA,

col = rev(heat.colors(12)), oldstyle = FALSE, blr.clock = NULL,

tlr.an = NULL, blr.tx = NULL, text.sum = NULL, base.css.ps.lim = NULL,

...

Arguments

geo
x
add
tri.sum.tst
tri.pos.tst
text.tol
unit.ps
unit.tx
b.lim
l.lim
main
new.mar
bg
fg
cex.main
lang
xlim
ylim
zlim
col
oldstyle
blr.clock
tlr.an
blr.tx
text.sum
base.css.ps.lim

... Additional parameters passed to image().
**Author(s)**

Julien Moeys [aut, cre], Wei Shangguan [ctb], Rainer Petzold [ctb], Budiman Minasny [ctb], Bogdan Rosca [ctb], Nic Jelinski [ctb], Wiktor Zelazny [ctb], Rodolfo Marcondes Silva Souza [ctb], Jose Lucas Safanelli [ctb], Alexandre ten Caten [ctb]

---

**TT.iwd**

*Inverse weighted distance interpolation on a grid.*

---

**Description**

Inverse weighted distance interpolation on a grid.

**Usage**

```r
TT.iwd(tri.data, z.name, geo, css.names = NULL, tri.pol.data = NULL,

text.tol = NULL, text.sum = NULL, blr.clock = NULL, tri.sum.tst = NULL,

tri.pos.tst = NULL, set.par = FALSE, n = 25, lims = c("points",

"triangle")[1], max.dist = NULL, q.max.dist = 0.5, pow = 0.5)
```

**Arguments**

- `tri.data`
- `z.name`
- `geo`
- `css.names`
- `tri.pol.data`
- `text.tol`
- `text.sum`
- `blr.clock`
- `tri.sum.tst`
- `tri.pos.tst`
- `set.par`
- `n`
- `lims`
- `max.dist`
- `q.max.dist`
- `pow`
Author(s)

Julien Moeys [aut, cre], Wei Shangguan [ctb], Rainer Petzold [ctb], Budiman Minasny [ctb], Bogdan Rosca [ctb], Nic Jelinski [ctb], Wiktor Zelazny [ctb], Rodolfo Marcondes Silva Souza [ctb], Jose Lucas Safanelli [ctb], Alexandre ten Caten [ctb]

TT.kde2d

Calculated the 2D probability density on an x-y grid.

Description

Function that calculated the 2D probability density on an x-y grid (and NOT on the clay silt sand reference system). Wrapper around the kde2d function from the MASS package.

Usage

TT.kde2d(geo, tri.data, css.names = NULL, text.tol = NULL, text.sum = NULL,

blr.clock = NULL, tri.sum.tst = NULL, tri.pos.tst = NULL,

set.par = FALSE, n = 25, lims = c("points", "triangle")[2])

Arguments

dgeo
dtri.data
dcss.names
dtext.tol
dtext.sum
dblr.clock
dtri.sum.tst
dtri.pos.tst
dset.par
dn
dlims

Author(s)

Julien Moeys [aut, cre], Wei Shangguan [ctb], Rainer Petzold [ctb], Budiman Minasny [ctb], Bogdan Rosca [ctb], Nic Jelinski [ctb], Wiktor Zelazny [ctb], Rodolfo Marcondes Silva Souza [ctb], Jose Lucas Safanelli [ctb], Alexandre ten Caten [ctb]
**TT.lines**

*Internal. Used to plot line elements of a texture plot axis, ticks, arrows, etc.*

**Description**

Used to plot line elements of a texture plot axis, ticks, arrows, etc.

**Usage**

```r
tt.lines(geo = geo, at.1.s = TT.get("at"), at.2.s = 1 - TT.get("at"),

        at.3.s = 0, at.1.e = TT.get("at"), at.2.e = 0, at.3.e = 1 -

        TT.get("at"), text.tol = NULL, text.sum = NULL, blr.clock = NULL,

        tri.sum.tst = NULL, tri.pos.tst = NULL)
```

**Arguments**

- geo
- at.1.s
- at.2.s
- at.3.s
- at.1.e
- at.2.e
- at.3.e
- text.tol
- text.sum
- blr.clock
- tri.sum.tst
- tri.pos.tst

**Author(s)**

Julien Moeys [aut, cre], Wei Shangguan [ctb], Rainer Petzold [ctb], Budiman Minasny [ctb], Bogdan Rosca [ctb], Nic Jelinski [ctb], Wiktor Zelazny [ctb], Rodolfo Marcondes Silva Souza [ctb], Jose Lucas Safanelli [ctb], Alexandre ten Caten [ctb]
TT.locator

Interactive (mouse clic) retrieval the CLAY SILT SAND coordinate of points on a texture triangle.

Description

Interactive (mouse clic) retrieval the CLAY SILT SAND coordinate of points on a texture triangle.

Usage

TT.locator(geo, css.names = NULL, text.tol = NULL, tri.sum.tst = NULL,

  tri.pos.tst = FALSE, set.par = FALSE, n = 512, type = "n",

  ...)

Arguments

g

geo

css.names

text.tol

tri.sum.tst

tri.pos.tst

set.par

n

type

... Further arguments passed to locator()

Author(s)

Julien Moeys [aut, cre], Wei Shangguan [ctb], Rainer Petzold [ctb], Budiman Minasny [ctb], Bogdan Rosca [ctb], Nic Jelinski [ctb], Wiktor Zelazny [ctb], Rodolfo Marcondes Silva Souza [ctb], Jose Lucas Safaneli [ctb], Alexandre ten Caten [ctb]
**TT.mahalanobis**

Calculates the Mahalanobis distance between clay silt and sand.

**Description**

Function that calculated the Mahalanobis distance between clay silt and sand, on a regular x-y grid (back-transformed to Clay silt and sand for Mahalanobis calculation). The underlying function is mahalanobis() by R Development Core Team (2009).

**Usage**

```r
TT.mahalanobis(geo, tri.data, css.names = NULL, text.tol = NULL,
               text.sum = NULL, blr.clock = NULL, tri.sum.tst = NULL, tri.pos.tst = NULL,
               set.par = FALSE, n = 25, center = NULL, cov.mat = NULL, inverted = FALSE,
               ..., alr = FALSE, divisorvar = 2)
```

**Arguments**

- `geo`
- `tri.data`
- `css.names`
- `text.tol`
- `text.sum`
- `blr.clock`
- `tri.sum.tst`
- `tri.pos.tst`
- `set.par`
- `n`
- `center`
- `cov.mat`
- `inverted`
- `...`
- `alr`
- `divisorvar`
Author(s)

Julien Moeys [aut, cre], Wei Shangguan [ctb], Rainer Petzold [ctb], Budiman Minasny [ctb], Bogdan Rosca [ctb], Nic Jelinski [ctb], Wiktor Zelazny [ctb], Rodolfo Marcondes Silva Souza [ctb], Jose Lucas Safanelli [ctb], Alexandre ten Caten [ctb]

TT.normalise.sum

Normalises the sum of the 3 particle size classes.

Description

Normalises the sum of the 3 particle size classes in tri.data to text.sum (100%).

Usage

```
TT.normalise.sum(tri.data, css.names = NULL, text.sum = NULL,

     text.tol = NULL, tri.pos.tst = NULL, residuals = FALSE)
```

Arguments

- tri.data
- css.names
- text.sum
- text.tol
- tri.pos.tst
- residuals

Author(s)

Julien Moeys [aut, cre], Wei Shangguan [ctb], Rainer Petzold [ctb], Budiman Minasny [ctb], Bogdan Rosca [ctb], Nic Jelinski [ctb], Wiktor Zelazny [ctb], Rodolfo Marcondes Silva Souza [ctb], Jose Lucas Safanelli [ctb], Alexandre ten Caten [ctb]
TT.normalise.sum.X  

Normalises the sum of the X particle size classes.

Description

Normalises the sum of the X particle size classes
in tri.data to text.sum (100%).

Usage

```
TT.normalise.sum.X(tri.data, text.sum = NULL, text.tol = NULL,

  tri.pos.tst = NULL, residuals = FALSE)
```

Arguments

- `tri.data`
- `text.sum`
- `text.tol`
- `tri.pos.tst`
- `residuals`

Author(s)

Julien Moeys [aut, cre], Wei Shangguan [ctb], Rainer Petzold [ctb], Budiman Minasny [ctb], Bogdan Rosca [ctb], Nic Jelinski [ctb], Wiktor Zelazny [ctb], Rodolfo Marcondes Silva Souza [ctb], Jose Lucas Safanelli [ctb], Alexandre ten Caten [ctb]

TT.par.op.set  

Internal. Retrieve and set default values from options with default in "par()".

Description

Retrieve and set default values from options with default in "par()"

Usage

```
TT.par.op.set(param, assign.op = TRUE, p.env = parent.frame())
```
Arguments

param
assign.op
p.env

Author(s)

Julien Moeys [aut, cre], Wei Shangguan [ctb], Rainer Petzold [ctb], Budiman Minasny [ctb], Bogdan Rosca [ctb], Nic Jelinski [ctb], Wiktor Zelazny [ctb], Rodolfo Marcondes Silva Souza [ctb], Jose Lucas Safanelli [ctb], Alexandre ten Caten [ctb]

---

**TT.phi2dia**

*Internal. Convert a soil particle phi value into diameter dia [micro-meters].*

---

Description

Convert a soil particle phi value into diameter dia [micro-meters].

See also TT.dia2phi(). \(\text{dia} = (2^{-\phi}) \times 1000\). Not used by the package.

Usage

\(\text{TT.phi2dia}(\phi)\)

Arguments

\(\phi\)

Author(s)

Julien Moeys [aut, cre], Wei Shangguan [ctb], Rainer Petzold [ctb], Budiman Minasny [ctb], Bogdan Rosca [ctb], Nic Jelinski [ctb], Wiktor Zelazny [ctb], Rodolfo Marcondes Silva Souza [ctb], Jose Lucas Safanelli [ctb], Alexandre ten Caten [ctb]
Description

Plot a soil texture triangle (also called soil texture diagrams, or soil texture ternary plots), with or without background soil texture classes boundaries, and with or without soil texture data points. The triangle geometry depends on the soil texture classification system chosen ('class.sys' argument) or on 'forcing' parameters (see below).

Both the boundaries of the background texture classification system and the texture data points can be transformed from one particle size limits system to another (the particle size limits system of the plot). Default behaviour is no transformation (set 'css.transf' argument to TRUE to allow transformation).

There are 3 different way to set the triangle geometry and characteristics (1) setting the 'class.sys' argument [lowest priority], (2) changing one or several values of the 'geo' list of arguments or (3) setting the corresponding arguments of TT.plot() [highest priority]. These arguments are "blr.clock", "tlr.an", "blr.tx", "text.sum", and "base.css.ps.lim". Different geometry arguments can be set at different levels (1, 2 or 3).

Case (1) should be used when one wants to use the 'default' triangle geometry associated with a given texture classification system (chosen with the 'class.sys' argument). Case (2) should be used when TT.plot() has been called previously, with a call like geo <- TT.plot(), so the 'geo' object returned can be used for setting the geometry of a new texture triangle TT.plot(geo = geo) identical to the previous one. Case (3) should be used whenever the user wants to set the geometry of a texture triangle plot different from default values of the texture classification system chosen, and without re-using the geometry from a previous plot.

ON DEFAULT VALUES OF TT.plot() ARGUMENTS? As TT.plot() shares its arguments with many other functions, their default value
is not defined in TT.plot() source code, but rather in
a dedicated list object called 'TT.par' and stored in the
environment TT.env. The function TT.get() is used to retrieve
the default value of the arguments defined in TT.par (see
?TT.get). For instance, to know the default value of 'class.sys',
you can type TT.get("class.sys"). To set a different default
value for a given argument in R, use TT.set() (see ?TT.set).
For instance to change the default value of 'class.sys', type
TT.set("class.sys" = "USDA.TT").

Usage

TT.plot(geo = NULL, tri.data = NULL, add = FALSE, css.names = NULL,

z.name = NULL, main = NULL, blr.tx = NULL, css.lab = NULL,

text.sum = NULL, base.css.ps.lim = NULL, tri.css.ps.lim = NULL,

dat.css.ps.lim = NULL, css.transf = NULL, text.transf.fun = NULL,

trsf.add.opt1 = NULL, trsf.add.opt2 = NULL, unit.ps = NULL,

unit.tx = NULL, blr.clock = NULL, tlr.an = NULL, font = NULL,

font.axis = NULL, font.lab = NULL, font.main = NULL, bg = NULL,

fg = NULL, col = NULL, col.axis = NULL, col.lab = NULL, col.main = NULL,

cex = NULL, cex.axis = NULL, cex.lab = NULL, cex.main = NULL,

lwd = NULL, lwd.axis = NULL, lwd.lab = NULL, family.op = NULL,

frame.bg.col = NULL, at = NULL, grid.show = NULL, grid.col = NULL,

grid.lty = NULL, class.sys = NULL, class.lab.show = NULL,
Arguments

geo
List. 'geo' is one of the 3 way to set the texture triangle geometry. See there description and hierarchy in the function description. If geo != NULL, then geo must be a list containing 1 or several of the following items: "blr.clock", "tlr.an", "blr.tx", "text.sum", and "base.css.ps.lim". See the options with the same name for a description of the expected values and effects. The list can be created manually (like list("text.sum" = 1000)), or taken from the output of a previous call to TT.plot(), TT.baseplot() or TT.geo.get() (that return a 'geo' list).

tri.data
Data frame. Data frame containing the CLAY, SILT and SAND 'coordinates' of the texture data points to be plotted on top of the texture triangle and texture class boundaries. The data frame can contain more column than needed (ignored). The data frame must have column named CLAY, SILT and SAND (uppercase, the order has no importance) or named after the 'css.names' argument (alternative names). If 'z.name' argument is not NULL, the data frame must also contain a column named after 'z.name' value. The sum of CLAY, SILT and SAND must be equal to 'text.sum' ('text.tol' determines the error tolerance).

add
Single logical. If FALSE, a new plot is created. If FALSE, the plot is added to the existing one.

css.names
Vector of 3 character strings. Name of the columns in 'tri.data' that contains the CLAY SILT and SAND values, respectively.
If NULL, default c("CLAY","SILT","SAND") value is assumed. Not to be confused with 'css.lab' that defines the labels of the CLAY SILT and SAND axes in the plot.

**z.name**
Single character string. Name of the column in 'tri.data' that contains the '4th quantitative variable' whose value must be used to define the points expansion factor and color (bubble plot). If NULL, a simple plot is drawn (no 'bubbles')

**main**
Single character string or expression. Main title of the plot.

**blr.tx**
Vector of 3 character strings. The 1st, 2nd and 3rd values must be either CLAY, SILT or SAND, and determines the particle size classes associated with the BOTTOM, LEFT and RIGHT axis, respectively. CLAY, SILT and SAND order in the vector is free, but they should all be used one time. The CLAY, SILT and SAND names must appear whatever the corresponding columns names in 'tri.data' (eventually set by 'css.names') and whatever the placement of particle size classes on each axis (eventually set by 'blr.tx')

**css.lab**
Vector of 3 character strings or 3 expressions. The 1st, 2nd and 3rd values must be text strings or expressions, and determines the axes plot labels for the CLAY, SILT and SAND particle size classes, respectively. 'css.lab' values are independent from columns names in 'tri.data' (eventually set by 'css.names') and from whatever the placement of particle size classes on each axis (eventually set by 'blr.tx')

**text.sum**
Single numerical. Sum of the 3 particle size classes for each texture value (fixed). The real sum of the 3 particle size classes in 'tri.data' should be \( \geq text.sum \times (1-text.tol) \) OR \( \leq text.sum \times (1+text.tol) \), where 'text.tol' is an argument that can be changed. If some of the texture values don't match this requirement, an error occur (function fails) and TT.plot returns a of bad values with their actual particle size classes sum. You can 'normalise' you data table () prior to the use of TT.plot, by using the function TT.normalise.sum(), so all values match the 'text.sum' criteria. See also 'tri.sum.tst' that can be set to FALSE to avoid sum of particle size classes tests.

**base.css.ps.lim**
Vector of 4 numericals. Particle size boundaries (upper and lower) of the 3 particle size classes (CLAY, SILT and SAND, starting from the lower size of CLAY particles, 0, to the upper size of the SAND particles, 2000), in micrometers, FOR THE BASE PLOT. These particles size class limits are the references and all other
texture values with different limits will be converted into that reference if (and only if) css.transf == TRUE (not default). If NULL, 'base.css.ps.lim' will be set to the default value of the texture classification system chosen ('class.sys'). The transformation function is set by 'text.transf.fun' and is a log-linear interpolation by default.

tri.css.ps.lim Vector of 4 numericals. Particle size boundaries (upper and lower) of the 3 particle size classes (CLAY, SILT and SAND, starting from the lower size of CLAY particles, 0, to the upper size of the SAND particles, 2000), in micrometers, FOR THE TEXTURE TRIANGLE. If not NULL, different from 'base.css.ps.lim', and css.transf == TRUE (not default), then the CLAY SILT and SAND coordinates of the texture triangle will be converted into the 'base.css.ps.lim' reference. If NULL, 'tri.css.ps.lim' will be set to the default value of the texture classification system chosen ('class.sys'). The transformation function is set by 'text.transf.fun' and is a log-linear interpolation by default.

dat.css.ps.lim Vector of 4 numericals. Particle size boundaries (upper and lower) of the 3 particle size classes (CLAY, SILT and SAND, starting from the lower size of CLAY particles, 0, to the upper size of the SAND particles, 2000), in micrometers, FOR THE TEXTURE DATA TABLE ('tri.data'). If not NULL, different from 'base.css.ps.lim', and css.transf == TRUE (not default), then the CLAY SILT and SAND coordinates of the texture data in tri.data will be converted into the 'base.css.ps.lim' reference. If NULL, 'tri.css.ps.lim' will be set to the default value of the texture classification system chosen ('class.sys'). The transformation function is set by 'text.transf.fun' and is a log-linear interpolation by default.

css.transf Single logical. Set to TRUE to transform the texture coordinates of the texture triangle ('class.sys') or the texture data ('tri.data') into the base particle size class limits. See 'base.css.ps.lim' for the base plot particle size class limits, 'tri.css.ps.lim' for the triangle particle size class limits and 'dat.css.ps.lim' for the data table particle size class limits. The transformation function is set by 'text.transf.fun' and is a log-linear interpolation by default. The default value is FALSE, so no transformation is made.

text.transf.fun R function with the same argument names and same output as the function TT.text.transf(). 'text.transf.fun' is the function that transform the texture values from one system of particle class size limits to another. Only used if css.transf == TRUE. Default value is text.transf.fun=TT.text.transf. See also 'base.css.ps.lim', 'tri.css.ps.lim' and 'dat.css.ps.lim'.

trsf.add.opt1  Non pre-defined format. If the user specifies its own texture transformation function in 'text.transf.fun' (not TT.text.transf()), then he can use 'trsf.add.opt1' and 'trsf.add.opt1' as new, additional, argument for his function. So the format of 'trsf.add.opt1' depends on the function defined by the user in 'text.transf.fun'.

trsf.add.opt2  Non pre-defined format. If the user specifies its own texture transformation function in 'text.transf.fun' (not TT.text.transf()), then he can use 'trsf.add.opt1' and 'trsf.add.opt1' as new, additional, argument for his function. So the format of 'trsf.add.opt1' depends on the function defined by the user in 'text.transf.fun'.

unit.ps  Single text string or expression. Unit of particle size class limits displayed on the plot (= part of the axis labels). Does not affect the other calculations. Default micrometers.

unit.tx  Single text string or expression. Unit of particle texture values displayed on the plot (= part of the axis labels). Does not affect the other calculations. Default is percentage.

blr.clock Vector of logicals, eventually with NA values. Direction of increasing texture values on the BOTTOM, LEFT and RIGHT axis, respectively. A value of TRUE means that the axis direction is clockwise. A value of FALSE means that the axis direction is counterclockwise. A value of NA means that the axis direction is centripetal. Possible combinations are c(T,T,T); c(F,F,F); c(F,NA,T) and c(T,NA,F), for fully clockwise, fully counterclockwise, right centripetal and left centripetal orientations, respectively.

tlr.an Vector of numericals. Value - in degrees - of the TOP, LEFT and RIGHT angles of the triangle. Any value between 0 and 90 is possible, but values belonging to 0 or 45 or 60 or 90 give a better graphical rendering.

font  Single integer. Not used yet.

font.axis Single integer. Same definition as par("font.axis"). Font of the triangle axis’s numbering.

font.lab  Single integer. Same definition as par("font.lab"). Font of the triangle axis’s labels.

font.main  Single integer. Same definition as par("font.main"). Font of the triangle main title.

bg  Text string containing an R color code. Background color of the plot (= outside the triangle). See ‘frame.bg.col’ for the background color inside the triangle frame.
**fg**
Text string containing an R color code. DEPRECATED. foreground color of the plot (= point fill color).

**col**
Text string containing an R color code. Same definition as `par("col")`. Color of the points plotted in the triangle.

**col.axis**
Text string containing an R color code. Color of the triangle’s axis (line and tics) The color of the texture classes boundaries is set by 'class.line.col’.

**col.lab**
Text string containing an R color code. Color of the triangle’s labels (text) and arrows. The color of the texture classes labels is set by 'class.lab.col’.

**col.main**
Text string containing an R color code. Color of the main title.

**cex**
Vector of numerical or single numerical. Same definition as `par("cex")`. Expansion factor for the points plotted on the triangle.

**cex.axis**
Single numerical. Same definition as `par("cex.axis")`. Expansion factor for the axis tics labels (numbering).

**cex.lab**
Single numerical. Same definition as `par("cex.lab")`. Expansion factor for the axis labels AND the texture classes labels.

**cex.main**
Single numerical. Same definition as `par("cex.main")`. Expansion factor for the main title.

**lwd**
Single numerical. Same definition as `par("lwd")`. Line width for the graphical elements inside the triangle (points plotted).

**lwd.axis**
Single numerical. Same definition as `par("lwd.axis")`. Line width for the axis lines, tics and the grid lines inside the triangle.

**lwd.lab**
Single numerical. Same definition as `par("lwd")`. Line width for the direction arrows.

**family.op**
Single text string. Same definition as `par("family")`. Font type to be used in the plot text elements (title, labels)

**frame.bg.col**
Text string containing an R color code. Background color of the triangle plot (= inside the triangle). See ‘bg’ for the background color outside the triangle frame.

**at**
Vector of numericals. Location of the grid line start points on all 3 triangles axis. At the moment values are identical for all 3 axis, and changes to that parameter have not been tested.

**grid.show**
Single logical. If set to TRUE (the default) a grid is drawn on the background of the texture triangle. Set to FALSE to remove the grid.

**grid.col**
Text string containing an R color code. Color of the grid lines. If equal to NULL, then an appropriate color is used. Appropriate means (i) if 'class.p.bg.col’ is FALSE (no color gradient in texture class polygons), then grid.col is equal to ‘bg’ (without...
transparency) unless a color is specified for the triangle frame background ('frame.bg.col'), in which case grid.col is a mix of 'frame.bg.col' and 'col.axis'. (ii) if 'class.p.bg.col' is TRUE, then grid.col is a light or dark color based on 'class.p.bg.hue' (light if 'bg' is dark and dark if 'bg' is light).

**grid.lty**  
Single numerical. Line type of the grid lines (same types as par("lty")).

**class.sys**  
Single text string. Text code of the texture classification system to be plotted on the background of the texture triangle. That texture classification system will determine the triangle geometry and particle class size system of the plot, unless higher level options are chosen (see the function definition). Possible values are "none" (no classification plotted), "USDA.TT" (USDA texture triangle), "HYPRES.TT" (texture triangle of the European Sil Map), "FR.AISNE.TT" (French texture triangle of the Aisne region soil survey), "FR.GEPPA.TT" (French GEPPA texture triangle), "DE.BK94.TT" (German texture triangle), "UK.SSEW.TT" (Soil Survey of England and Wales), "AU.TT" (Australian texture triangle), "BE.TT" (Belgium texture triangle), "CA.EN.TT" (Canadian texture triangle, with English class abbreviations) and "CA.FR.TT" (Canadian texture triangle, with French class abbreviations).

**class.lab.show**  
Single text string. If equal to "abr" (default) or "full", labels are drawn inside texture class polygons with their full name ("full") or abbreviated name ("abr"). If equal to "none", no label is drawn.

**class.lab.col**  
Text string containing an R color code. Color of the text label drawn inside texture class polygons.

**class.line.col**  
Text string containing an R color code. Color of the texture class polygon boundary lines.

**class.p.bg.col**  
Single logical OR vector of R colors (character strings). If FALSE (the default), no color gradient is used inside the texture class polygons. If TRUE, a color gradient is drawn, with the color hue specified in 'class.p.bg.hue' and with saturation and values that vary with texture. If 'class.p.bg.col' is a vector of R colors of the same length as the number of classes in the triangle, these colors will be used as background color for each texture class polygons.

**class.p.bg.hue**  
Single numerical. Only used if class.p.bg.col == TRUE (no default). Color hue (between 0 and 1) used to create a color gradient between the different texture class polygons.
<table>
<thead>
<tr>
<th>Argument</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>arrows.show</td>
<td>Single logical. If TRUE (default), 3 arrows are drawn outside the triangle, along each axis, that show the direction of increasing values (arrow base) and of isovalue (arrow tip) of the texture class. If FALSE no arrows are drawn.</td>
</tr>
<tr>
<td>arrows.lty</td>
<td>Single numerical. Line type of the arrows drawn outside the triangle, along each axis. Same possible types as par(&quot;lty&quot;).</td>
</tr>
<tr>
<td>points.type</td>
<td>Single text letter. Point type. Either &quot;p&quot; (points only), &quot;l&quot; (lines only) or &quot;b&quot; (both points and lines), as for plot() or points(). Point refer here to soil texture values plotted on the triangle.</td>
</tr>
<tr>
<td>pch</td>
<td>Single numerical or vector of numericals, or single text string or vector of text string. Point shape number(s) or point character(s) to be plotted. Point refer here to soil texture values plotted on the triangle.</td>
</tr>
<tr>
<td>z.type</td>
<td>Single character string. Type of plot to be used for displaying a 4th variable on the texture triangle (in addition to Clay, Silt and Sand). Only used if 'z.name' is not NULL. Currently only one value is supported, &quot;bubble&quot;, for displaying a bubble plot with bubble sizes and color saturation and values proportional to the value of tri.data[,z.name]. The value 'map' is deprecated and replaced by TT.iwd(), TT.image() or TT.contour().</td>
</tr>
<tr>
<td>z.col.hue</td>
<td>Single numerical. Hue of the bubble color ([0-1]) to be used if 'z.name' is not NULL. A gradient of saturation and value is automatically created for the bubbles (with this hue).</td>
</tr>
<tr>
<td>z.cex.range</td>
<td>Vector of 2 numericals. Minimum and maximum 'cex' of the bubbles plotted on the triangle if 'z.name' is not NULL.</td>
</tr>
<tr>
<td>z.pch</td>
<td>Single numerical or vector of numericals. Point symbol number(s) to be used for the bubbles if 'z.name' is not NULL.</td>
</tr>
<tr>
<td>text.tol</td>
<td>Single numerical. Tolerance on the sum of the 3 particle size classes. The real sum of the 3 particle size classes in 'tri.data' should be &gt;= text.sum * (1-text.tol) OR &lt;= text.sum * (1+text.tol). See 'text.sum' for more details, as well as 'tri.sum.tst' (to prevent texture sum tests).</td>
</tr>
<tr>
<td>tri.sum.tst</td>
<td>Single logical. If TRUE (the default), the sum of the 3 texture classes of each texture value in 'tri.data' will be checked in regard to 'text.sum' and 'text.tol'. If FALSE, no test is done.</td>
</tr>
<tr>
<td>tri.pos.tst</td>
<td>Single logical. If TRUE (the default), the position of texture values in 'tri.data' are tested to check that they are not OUTSIDE the texture triangle (i.e. that some texture values may be negative).</td>
</tr>
</tbody>
</table>
b.lim Vector of 2 numerical values. This is an equivalent to plot()
xlim argument. Minimum and maximum x / bottom value of the
texture triangle area, in FRACTION OF THE MAXIMAL EXTENSION.
Default is c(0,1). The real span is then b.lim * text.sum.
This is a minimal 'zoom' implementation (results are not
always perfect). 'b.lim' and 'l.lim' should be equal for
better rendering.

l.lim Vector of 2 numerical values. This is an equivalent to plot()
ylim argument. Minimum and maximum y / left value of the
texture triangle area, in FRACTION OF THE MAXIMAL EXTENSION.
Default is c(0,1). The real span is then l.lim * text.sum.
This is a minimal 'zoom' implementation (results are not
always perfect). 'b.lim' and 'l.lim' should be equal for
better rendering.

lang Single text string. Determines the language used for the plot
main title and axis labels. Possible values are 'en' (English,
the default), "fr" (French), "it" (Italian), "es" (Spanish),
"de" (German), "nl" (Dutch), "se" (Swedish) and "fl" (Flemish).

new.mar Vector of 4 numerials. Margin sizes of the plot. Default is
the same as par("mar"). See par("mar") for more details. Use
this at your own risks!

new.centroid Single logical. If TRUE (default) the new method (Paul Bourke)
is used to calculate the centroid. If FALSE the centroid is
taken as the mean x and y coordinates of the vertices.

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Jose Lucas Safanelli [ctb], Alexandre ten Caten [ctb]

Examples

require( soiltexture )

# :: Texture triangles without data

# :: Base plot (HYPRES / European Soil Map triangle)
TT.plot()

# same as

TT.plot( class.sys = "HYPRES.TT" )

# :: Same plot, but with USDA texture triangle

TT.plot( class.sys = "USDA.TT" )

# :: Same plot, but with a color gradient

TT.plot(

class.sys = "USDA.TT",

class.p.bg.col = TRUE
)

# :: No texture classification system

TT.plot( class.sys = "none" )
# ::: Texture triangles with texture data

# ::: 1st create a dummy texture dataset

my.text <- data.frame(

  "CLAY" = c(05,60,15,05,25,05,25,45,65,75,13,47),

  "SILT" = c(05,08,15,25,55,85,65,45,15,15,17,43),

  "SAND" = c(90,32,70,70,20,10,10,10,20,10,70,10),

  "OC"   = c(20,14,15,05,12,15,07,21,25,30,05,28)

)

# ::: And plot it on a French Aisne texture triangle

# with a title

TT.plot(

  class.sys  = "FR.AISNE.TT",

  tri.data   = my.text,

  main       = "Soil texture data"

)

#
# :: Bubble plots (4th variable)

# :: 1st generate a dummy texture dataset with a 4th variable

# with TT.dataset()

rand.text <- TT.dataset( n = 100, seed.val = 1980042401 )

# :: Plot the dummy dataset as a bubble plot

TT.plot(

class.sys = "none",

tri.data = rand.text,

z.name = "Z",

main = "Soil texture triangle and Z bubble plot"

)

# :: Test all the texture triangles

TT.plot( class.sys = "none" )  # no classification

TT.plot( class.sys = "HYPRES.TT" )  # HYPRES / European Soil Map

TT.plot( class.sys = "USDA.TT" )  # USDA
TT.plot( class.sys = "FR.AISNE.TT" )  # French Aisne
TT.plot( class.sys = "FR.GEPPA.TT" )  # French GEPPA
TT.plot( class.sys = "DE.BK94.TT" )  # Germany
TT.plot( class.sys = "DE.SEA74.TT" )  # German SEA 1974
TT.plot( class.sys = "DE.TGL85.TT" )  # German TGL 1985
TT.plot( class.sys = "UK.SSEW.TT" )  # UK
TT.plot( class.sys = "BE.TT" )  # Belgium
TT.plot( class.sys = "CA.FR.TT" )  # Canada (fr)
TT.plot( class.sys = "CA.EN.TT" )  # Canada (en)
TT.plot( class.sys = "AU2.TT" )  # Australian
TT.plot( class.sys = "ISSS.TT" )  # ISSS
TT.plot( class.sys = "ROM.TT" )  # Romanian
TT.plot( class.sys = "USDA1911" )  # USDA 1911 (M. Whitney, 1911)
TT.plot( class.sys = "BRASIL.TT" )  # Brasil (Lemos & Santos 1996)
TT.plot( class.sys = "SiBCS13.TT" )  # Brasil (Lemos & Santos 1996)

# Triangles with special characters
# (may not work on all platforms + some accents can be missing)

try( TT.plot( class.sys = "PL.TT" ) ) # Polish

# :::: Test all the languages:

TT.plot( class.sys = "USDA.TT", lang = "en" ) # English, default

TT.plot( class.sys = "USDA.TT", lang = "fr" ) # French

TT.plot( class.sys = "USDA.TT", lang = "de" ) # German

TT.plot( class.sys = "USDA.TT", lang = "es" ) # Spanish

TT.plot( class.sys = "USDA.TT", lang = "it" ) # Italian

TT.plot( class.sys = "USDA.TT", lang = "nl" ) # Dutch

TT.plot( class.sys = "USDA.TT", lang = "fl" ) # Dutch (Belgium) / Flemish

TT.plot( class.sys = "USDA.TT", lang = "se" ) # Swedish

TT.plot( class.sys = "USDA.TT", lang = "ro" ) # Romanian

# Languages with special characters

# (may not work on all platforms + some accents can be missing)

try( TT.plot( class.sys = "USDA.TT", lang = "pl" ) ) # Polish
TT.points

Plot a soil texture data table as points on an existing texture plot.

Description
Plot a soil texture data table as points on an existing texture plot.

Usage

TT.points(tri.data, geo, css.names = NULL, z.name = NULL, base.css.ps.lim = NULL,

dat.css.ps.lim = NULL, css.transf = NULL, text.transf.fun = NULL,

trsf.add.opt1 = NULL, trsf.add.opt2 = NULL, text.tol = NULL,

pch = NULL, fg = NULL, col = NULL, bg = NULL, cex = NULL,

lwd = NULL, points.type = NULL, tri.sum.tst = NULL, tri.pos.tst = NULL,

z.type = NULL, z.col.hue = NULL, z.cex.range = NULL, z.pch = NULL,

text.sum = NULL, blr.clock = NULL, blr.tx = NULL)

Arguments

tri.data
geo
css.names
z.name
base.css.ps.lim
dat.css.ps.lim
TT.points.in.classes

Classify a table of soil texture data according to a soil texture triangle.

Description

The function calculate in which classe(s) of a texture triangle (classification system defined by 'class.sys') lies each soil sample (with texture data) in the table 'tri.data'. As a sample may lie inside a texture class, but also at the edge of 2 or more texture classes, the function does not only output one single texture class per sample. If 'PiC.type' is 'n' or 'l', it rather output a table where each column is a texture class and each row a texture sample, and yes / no information about the belonging of the sample to each texture class. Alternatively, If 'PiC.type' is 't' it will output a text string (per sample) containing all the texture classes to which that point belong. The texture data in 'tri.data' can be

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transformed into another particle size system prior to their classification if needed. See the options
base.css.ps.lim, tri.css.ps.lim, dat.css.ps.lim, css.transf and text.transf.fun. ON DEFAULT VALUES
OF TT.points.in.classes() ARGUMENTS? As TT.points.in.classes() shares its arguments with many
other functions, their default value is not defined in TT.points.in.classes() source code, but rather in
a dedicated list object called 'TT.par' and stored in the environment 'TT.env. The function TT.get()
is used to retrieve the default value of the arguments defined in TT.par (see ?TT.get). For instance,
to know the default value of 'class.sys', you can type TT.get("class.sys"). To set a different default
value for a given argument in R, use TT.set() (see ?TT.set). For instance to change the default value
of 'class.sys', type TT.set("class.sys" = "USDA.TT").

Usage

TT.points.in.classes(tri.data, class.sys = NULL, Pic.type = NULL,
css.names = NULL, text.sum = NULL, base.css.ps.lim = NULL,
tri.css.ps.lim = NULL, dat.css.ps.lim = NULL, css.transf = NULL,
text.transf.fun = NULL, trsf.add.opt1 = NULL, trsf.add.opt2 = NULL,
text.tol = NULL, tri.sum.tst = NULL, tri.pos.tst = NULL,
collapse = NULL, texture2xy = FALSE, blr.tx = NULL, blr.clock = NULL)

Arguments

tri.data Data frame. Data frame containing the CLAY, SILT and SAND 'coordinates'
of the texture data points to be classified The data frame can contain more column
than needed (ignored). The data frame must have column named CLAY,
SILT and SAND (uppercase, the order has no importance) or named after the
'css.names' argument (alternative names). The sum of CLAY, SILT and SAND
must be equal to 'text.sum' ( texto.tol determines the error tolerance).

class.sys Single text string. Text code of the texture classification system to be used
for the classification of 'tri.data'. Possible values are "none" (no classification
plotted), "USDA.TT" (USDA texture triangle), "HYPRES.TT" (texture trian-
gle of the European Soil Map), "FR.AISNE.TT" (French texture triangle
of the Aisne region soil survey), "FR.GEPPA.TT" (French GEPPA texture trian-
gle), "DE.BK94.TT" (German texture triangle), "UK.SSEW.TT" (Soil Survey
of England and Wales), "AU.TT" (Australian texture triangle), "BE.TT" (Bel-
gium texture triangle), "CA.EN.TT" (Canadian texture triangle, with English
class abbreviations) and "CA.FR.TT" (Canadian texture triangle, with French
class abbreviations) (see the package vignette for a complete list).

Pic.type Single character string. If equal to ‘n’, then a table of 0, 1, 2 or 3 is outputed (0
if the sample does not belong to a class, 1 if it does, 2 if it lies on an edge and 3 if
it lies on a vertex). Notice that the accuracy of the classification is not guaranteed
for samples lying very close to an edge, or right on it. See <http://www.mail-
archive.com/r-help@r-project.org/msg96180.html>

css.names Vector of 3 character strings. Name of the columns in 'tri.data' that contains the
CLAY SILT and SAND values, respectively. If NULL, default c("CLAY","SILT","SAND")
value is assumed. Not to be confused with 'css.lab' that defines the labels of the
CLAY SILT and SAND axes in the plot.

text.sum Single numerical. Sum of the 3 particle size classes for each texture value
(fixed). The real sum of the 3 particle size classes in 'tri.data' should be >=
text.sum \times (1-text.tol) \leq text.sum \times (1+text.tol), where 'text.tol' is an argument that can be changed. If some of the texture values don’t match this requirement, an error occur (function fails) and TT.points.in.classes returns a of bad values with their actual particle size classes sum. You can ‘normalise’ you data table () prior to the use of TT.points.in.classes, by using the function TT.normalise.sum(), so all values match the ‘text.sum’ criteria. See also ‘tri.sum.tst’ that can be set to FALSE to avoid sum of particle size classes tests.

base.css.ps.lim
Vector of 4 numericals. Particle size boundaries (upper and lower) of the 3 particle size classes (CLAY, SILT and SAND, starting from the lower size of CLAY particles, 0, to the upper size of the SAND particles, 2000), in micrometers, FOR THE BASE SYSTEM. These particles size class limits are the references and all other texture values with different limits will be converted into that reference if (and only if) css.transf == TRUE (not default). If NULL, 'base.css.ps.lim' will be set to the default value of the texture classification system chosen ('class.sys'). The transformation function is set by 'text.transf.fun' and is a log-linear interpolation by default.

tri.css.ps.lim
Vector of 4 numericals. Particle size boundaries (upper and lower) of the 3 particle size classes (CLAY, SILT and SAND, starting from the lower size of CLAY particles, 0, to the upper size of the SAND particles, 2000), in micrometers, FOR THE TEXTURE TRIANGLE. If not NULL, different from 'base.css.ps.lim', and css.transf == TRUE (not default), then the CLAY SILT and SAND coordinates of the texture triangle will be converted into the 'base.css.ps.lim' reference. If NULL, 'tri.css.ps.lim' will be set to the default value of the texture classification system chosen ('class.sys'). The transformation function is set by 'text.transf.fun' and is a log-linear interpolation by default.

dat.css.ps.lim
Vector of 4 numericals. Particle size boundaries (upper and lower) of the 3 particle size classes (CLAY, SILT and SAND, starting from the lower size of CLAY particles, 0, to the upper size of the SAND particles, 2000), in micrometers, FOR THE TEXTURE DATA TABLE ('tri.data'). If not NULL, different from 'base.css.ps.lim', and css.transf == TRUE (not default), then the CLAY SILT and SAND coordinates of the texture data in tri.data will be converted into the 'base.css.ps.lim' reference. If NULL, 'tri.css.ps.lim' will be set to the default value of the texture classification system chosen ('class.sys'). The transformation function is set by 'text.transf.fun' and is a log-linear interpolation by default.

css.transf
Single logical. Set to TRUE to transform the texture coordinates of the texture triangle ('class.sys') or the texture data ('tri.data') into the base particle size class limits. See 'base.css.ps.lim' for the base plot particle size class limits, 'tri.css.ps.lim' for the triangle particle size class limits and 'dat.css.ps.lim' for the data table particle size class limits. The transformation function is set by 'text.transf.fun' and is a log-linear interpolation by default. The default value is FALSE, so no transformation is made.

text.transf.fun
R function with the same argument names and same output as the function TT.text.transf(). 'text.transf.fun' is the function that transform the texture values from one system of particle class size limits to another. Only used if css.transf
TT.points.in.classes

== TRUE. Default value is text.transf.fun=TT.text.transf. See also 'base.css.ps.lim', 'tri.css.ps.lim' and 'dat.css.ps.lim'.

trsf.add.opt1 Non pre-defined format. If the user specifies its own texture transformation function in 'text.transf.fun' (not TT.text.transf()), then he can use 'trsf.add.opt1' and 'trsf.add.opt1' as new, additional, argument for his function. So the format of 'trsf.add.opt1' depends on the function defined by the user in 'text.transf.fun'.

trsf.add.opt2 Non pre-defined format. If the user specifies its own texture transformation function in 'text.transf.fun' (not TT.text.transf()), then he can use 'trsf.add.opt1' and 'trsf.add.opt1' as new, additional, argument for his function. So the format of 'trsf.add.opt1' depends on the function defined by the user in 'text.transf.fun'.

text.tol Single numerical. Tolerance on the sum of the 3 particle size classes. The real sum of the 3 particle size classes in 'tri.data' should be >= text.sum * (1-text.tol) OR <= text.sum * (1+text.tol). See 'text.sum' for more details, as well as 'tri.sum.tst' (to prevent texture sum tests).

tri.sum.tst Single logical. If TRUE (the default), the sum of the 3 texture classes of each texture value in 'tri.data' will be checked in regard to 'text.sum' and 'text.tol'. If FALSE, no test is done.

tri.pos.tst Single logical. If TRUE (the default), the position of texture values in 'tri.data' are tested to check that they are not OUTSIDE the texture triangle (i.e. that some texture values may be negative).

collapse Single character string. If PiC.type = "t" and a sample lie on the edge of 2 texture classes, then both will be put out in a single character string, separated by 'collapse'. Example of output: [1] "C" "VF, F" "C" "C" "M"

texture2xy Single logical. Set to FALSE to avoid any transformation of the texture data (trigonometric) prior to texture data classification. Setting to FALSE avoid some numerical accuracy problems when a point is on the border of a texture class.

blr.tx Vector of 3 character strings. The 1st, 2nd and 3rd values must be either CLAY, SILT or SAND, and determines the particle size classes associated with the BOTTOM, LEFT and RIGHT axis, respectively. CLAY, SILT and SAND order in the vector is free, but they should all be used one time. The CLAY, SILT and SAND names must appear whatever the corresponding columns names in 'tri.data' (eventually set by 'css.names') and whatever the labels of the axis in the plot (eventually set by 'css.lab')

blr.clock Vector of logicals, eventually with NA values. Direction of increasing texture values on the BOTTOM, LEFT and RIGHT axis, respectively. A value of TRUE means that the axis direction is clockwise. A value of FALSE means that the axis direction is counterclockwise. A value of NA means that the axis direction is centripetal. Possible combinations are c(T,T,T); c(F,F,F); c(F,T,NA) and c(T,NA,F), for fully clockwise, fully counterclockwise, right centripetal and left centripetal orientations, respectively.

Author(s)

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Examples

```
require("soiltexture")

# Create a dummy data frame of soil textures:
my.text <- data.frame(
  "CLAY" = c(05,60,15,05,25,05,25,45,65,75,13,47),
  "SILT" = c(05,08,15,25,55,85,65,45,15,17,43),
  "SAND" = c(90,32,70,20,10,10,20,10,10,70,10),
  "OC"   = c(20,14,15,05,12,15,07,21,25,30,05,28)
)
#

# Display the table:
my.text

# Classify according to the HYPRES / European Soil Map classification
TT.points.in.classes(
  tri.data = my.text[1:5,],
  class.sys = "HYPRES.TT"
)
#

# Classify according to the USDA classification
TT.points.in.classes(
  tri.data = my.text[1:5,],
  class.sys = "USDA.TT"
)
#

# Classify according to the HYPRES / European Soil Map classification, # returns logical values
TT.points.in.classes(
  tri.data = my.text[1:5,],
  class.sys = "HYPRES.TT",
  pic.type = "l"
)
#

# Classify according to the HYPRES / European Soil Map classification, # returns text
TT.points.in.classes(
  tri.data = my.text[1:5,],
  class.sys = "HYPRES.TT",
  pic.type = "t"
)
#

# Classify according to the HYPRES / European Soil Map classification, # returns text, # custom class separator in case of points belonging to # several classes.
TT.points.in.classes(
  tri.data = my.text[1:5,],
  class.sys = "HYPRES.TT",
  pic.type = "t",
  collapse = ";"
)
```
TT.polygon.area

**Description**

Determines the area of 1 non-intersecting polygon (in x-y coordinates). Used by TT.polygon.centroids(). pol.x[1]:pol.y[1] is supposed different from pol.x[n]:pol.y[n] (i.e. the polygon is NOT closed).


**Usage**

`TT.polygon.area(pol.x, pol.y)`

**Arguments**

- **pol.x**: Vector of numericals. X coordinates of each vertices of the polygon.
- **pol.y**: Vector of numericals. Y coordinates of each vertices of the polygon.

**Value**

Returns a single numerical: area of the polygon.

**Author(s)**

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TT.polygon.centroids

**Internal. Determines the centroid of 1 polygon (in x-y coordinates).**

**Description**

Determines the centroid of 1 non-intersecting polygon (in x-y coordinates). Used to determine the centroid of each texture class in the texture triangle once its clay silt sand coordinates have been converted to x-y coordinates. pol.x[1]:pol.y[1] is supposed different from pol.x[n]:pol.y[n] (i.e. the polygon is NOT closed).


**Usage**

TT.polygon.centroids(pol.x, pol.y)

**Arguments**

- **pol.x** Vector of numericals. X coordinates of each vertices of the polygon.
- **pol.y** Vector of numericals. Y coordinates of each vertices of the polygon.

**Value**

Returns a vector of 2 numericals: x and y coordinates of the polygon’s centroid. Vector items are names "x" and "y".

**Author(s)**

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TT.set

Function to change / set the default package parameters.

Description

Function to change / set the default package parameters as they are stored in the list TT.par in the environment TT.env. Use this function to change some default parameters for all the current R session. Many functions of soiltexture take some of their parameter values in TT.par.

Usage

TT.set(..., reset = FALSE, par.list = "TT.par", bkp.par.list = "TT.par.bkp",

par.env = TT.env)

Arguments

... List of parameters and value in the form "par.name1" = par.value1, "par.name2" = par.value2... List of parameters to change.
reset Single logical. If set to TRUE the parameter list is reset to default
par.list Single character. Name of the list containing the parameters
bkp.par.list Single character. Name of the backuped list containing the default parameters
par.env An R environment. Name of the environment containing the parameter lists (no quotes)

Author(s)

Julien Moeys [aut, cre], Wei Shangguan [ctb], Rainer Petzold [ctb], Budiman Minasny [ctb], Bogdan Rosca [ctb], Nic Jelinski [ctb], Wiktor Zelazny [ctb], Rodolfo Marcondes Silva Souza [ctb], Jose Lucas Safanelli [ctb], Alexandre ten Caten [ctb]
**TT.str**

*Internal. Stretch or reshape the range of value of some data set.*

**Description**

Function to 'stretch' or reshape the range of value of some data set. Useful for `cex` parameter in plot.

**Usage**

```r
TT.str(x, str.min = 0, str.max = 1)
```

**Arguments**

- `x`
- `str.min`
- `str.max`

**Author(s)**

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---

**TT.switch**

*Internal. Used in the plot axis drawings.*

**Description**

Used in the plot axis drawings.

**Usage**

```r
TT.switch(blr.clock = TT.get("blr.clock"), c1 = NA, c2 = NA,
           c3 = NA, c4 = NA, blr.order = c(1, 3, 2))
```

**Arguments**

- `blr.clock`
- `c1`
- `c2`
- `c3`
- `c4`
- `blr.order`
Author(s)
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Jose Lucas Safanelli [ctb], Alexandre ten Caten [ctb]

Description
Plot text labels for each values of a soil texture data table on an existing texture plot.

Usage
TT.text(tri.data, geo, labels = NULL, css.names = NULL, base.css.ps.lim = NULL, 
dat.css.ps.lim = NULL, css.transf = NULL, text.transf.fun = NULL, 
trsf.add.opt1 = NULL, trsf.add.opt2 = NULL, text.tol = NULL, 
text.sum = NULL, blr.clock = NULL, fg = NULL, col = NULL, 
cex = NULL, font = NULL, family.op = NULL, adj = NULL, pos = NULL, 
offset = NULL, tri.sum.tst = NULL, tri.pos.tst = NULL, blr.tx = NULL)

Arguments
tri.data 
geo 
labels 
css.names 
base.css.ps.lim 
dat.css.ps.lim 
css.transf 
text.transf.fun 
trsf.add.opt1
Log-linear transformation of a soil texture data table between 2 particle size systems (3 classes).

Description

Log-linear transformation of a soil texture data table ('tri.data') from one particle size system ('dat.css.ps.lim') into another ('base.css.ps.lim'). Only 3 particle size classes allowed. See TT.text.transf.X for transformation involving more than 3 particle classes. 'tri.data' may contain other variables (not in 'css.names'). They are returned unchanged with the transformed texture data.
Usage

```r
tTt.text.transf(tri.data, base.css.ps.lim, dat.css.ps.lim, css.names = NULL, 
blr.tx = NULL, text.sum = NULL, text.tol = NULL, tri.sum.tst = NULL, 
tri.pos.tst = NULL, trsf.add.opt1 = NULL, trsf.add.opt2 = NULL)
```

Arguments

- `tri.data`
- `base.css.ps.lim`
- `dat.css.ps.lim`
- `css.names`
- `blr.tx`
- `text.sum`
- `text.tol`
- `tri.sum.tst`
- `tri.pos.tst`
- `trsf.add.opt1`
- `trsf.add.opt2`

Author(s)

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---

**TT.text.transf.X**

*Log-linear transformation of a soil texture data table between 2 particle size systems (X classes).*

Description

Log-linear transformation of a soil texture data table
('`tri.data`') from one
particle size system ('`dat.css.ps.lim`') into another
('`base.css.ps.lim`'). No limit in the number of particle size classes
in the inputed and outputed texture tables. See TT.text.transf
for transformation involving only 3 particle classes. 'tri.data'
can only contain texture data.
Usage

TT.text.transf.X(tri.data, base.ps.lim, dat.ps.lim, text.sum = NULL, text.tol = NULL, tri.sum.tst = NULL, tri.pos.tst = NULL)

Arguments

tri.data
base.ps.lim
dat.ps.lim
text.sum
text.tol
tri.sum.tst
tri.pos.tst

Author(s)

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Description

Plot the axis' ticks of a texture triangle plot.

Usage

TT_ticks(geo, at = NULL, text.tol = NULL, text.sum = NULL, blr.clock = NULL, tk.s = NULL, tri.sum.tst = NULL, tri.pos.tst = FALSE, lwd.axis = NULL, col.axis = NULL)
Arguments

geo
at
text.tol
text.sum
blr.clock
tk.s
tri.sum.tst
tri.pos.tst
lwd.axis
col.axis

Author(s)

Julien Moeys [aut, cre], Wei Shangguan [ctb], Rainer Petzold [ctb], Budiman Minasny [ctb], Bogdan Rosca [ctb], Nic Jelinski [ctb], Wiktor Zelazny [ctb], Rodolfo Marcondes Silva Souza [ctb], Jose Lucas Safanelli [ctb], Alexandre ten Caten [ctb]

TT.ticks.lab  Internal. Plot the axis ticks' labels of a texture triangle plot.

Description

Plot the axis ticks' labels of a texture triangle plot.

Usage

TT.ticks.lab(geo = NULL, at = NULL, text.tol = NULL, text.sum = NULL,

blr.clock = NULL, tlr.an = NULL, tk.ls = NULL, tri.sum.tst = NULL,

tri.pos.tst = FALSE, col.axis = NULL, font.axis = NULL, cex.axis = NULL,

family.op = NULL)
Arguments
geo
at
text.tol
text.sum
blr.clock
tlr.an
tk.ls
tri.sum.tst
tri.pos.tst
col.axis
font.axis
cex.axis
family.op

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Description
Plot the vertices of a texture classification system, on top of an already drawn texture triangle plot. Also plot the vertices numbers. See TT.vertices.tbl() and TT.classes.tbl() for a non graphic, tabular equivalent of the plot.

Usage
TT.vertices.plot(geo, class.sys = "HYPRES.TT", fg = NULL, col = NULL,
cex = NULL, font = NULL, family.op = NULL, adj = NULL, pos = NULL,
offset = NULL, blr.tx = NULL, text.sum = NULL, blr.clock = NULL)
Arguments

geo
class.sys
fg
col
cex
font
family.op
adj
pos
offset
blr.tx
text.sum
blr.clock

Author(s)

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TT.vertices.tbl

Returns the table of vertices of a texture classification system.

Description

Returns the table of vertices of a texture classification system.
Returns the clay silt sand coordinates of each vertices. Use
TT.classes.tbl() to know the vertices that bounds each texture
class. See also TT.vertices.plot().

Usage

TT.vertices.tbl(class.sys = "HYPRES.TT")

Arguments

class.sys

Author(s)

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**TT.xy.grid**

*Internal. Create a grid in the x-y coordinate system.*

**Description**

Create a grid in the x-y coordinate system. Most of the function is a reshaped extract from `kde2d()` from the MASS package, by Venables & Ripley (+ modifications)

**Usage**

```r
TT.xy.grid(x, y, n = 25)
```

**Arguments**

- `x`
- `y`
- `n`

**Author(s)**

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---

**TT.xy2css**

*Internal. Convert point-data duplets (2 variables, x-y coordinates) in Clay silt and sand coordinates.*

**Description**

Internal. Convert point-data duplets (2 variables, x-y coordinaes) in Clay silt and sand coordinates.

**Usage**

```r
TT.xy2css(xy.data, geo, css.names = NULL, text.tol = NULL, tri.sum.tst = NULL,
tri.pos.tst = NULL, set.par = FALSE, blr.clock = NULL, text.sum = NULL)
```
Arguments

xy.data  a data.frame with xpos and ypos columns
geo
css.names
text.tol
tri.sum.tst
tri.pos.tst
set.par
blr.clock
text.sum

Author(s)

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