

# Package ‘legendry’

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**Title** Extended Legends and Axes for 'ggplot2'

**Version** 0.2.0

**Description** A 'ggplot2' extension that focusses on expanding the plotter's arsenal of guides. Guides in 'ggplot2' include axes and legends. 'legendry' offers new axes and annotation options, as well as new legends and colour displays.

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<https://github.com/teunbrand/legendry>

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bracket_options	<i>Bracket options</i>
-----------------	------------------------

---

## Description

These functions construct various sorts of brackets. They construct a matrix that can be supplied as the bracket argument in `primitive_bracket()`.

## Usage

```
bracket_line()
bracket_square()
bracket_chevron()
bracket_round(angle = 180, n = 100)
bracket_sigmoid(curvature = 10, n = 100)
bracket_atan(curvature = 5, n = 100)
bracket_curvy(angle = 225, n = 100)
```

## Arguments

angle	A <code>numeric(1)</code> : the angle in degrees for which a circle piece is drawn. For <code>bracket_curvy()</code> , an angle between 180 and 270.
n	An <code>integer(1)</code> number of points to use for the bracket.
curvature	A <code>numeric(1)</code> that controls the curliness of the bracket. More precisely, it is used to construct the sequence <code>seq(-curvature, curvature, length.out = n)</code> over which the logistic or arctangent functions is evaluated.

## Details

When designing custom bracket shapes, the expectation is both columns are a number between 0 and 1. The first column follows the direction of the guide whereas the second column is orthogonal to that direction.

## Value

A `<matrix[n, 2]>` with coordinates for points on the brackets.

**Functions**

- `bracket_line()`: A simple line as bracket. Has  $n = 2$  points.
- `bracket_square()`: A square bracket. Has  $n = 4$  points.
- `bracket_chevron()`: A chevron (V-shape) that makes a bracket. Has  $n = 3$  points.
- `bracket_round()`: One circular arc that makes a bracket.
- `bracket_sigmoid()`: Two sigmoid curves stacked on top of one another to form a bracket.
- `bracket_atan()`: Two arctangent curves stacked on top of one another to form a bracket.
- `bracket_curvy()`: Four circular arcs that make a bracket.

**Examples**

```
plot(bracket_sigmoid(), type = 'l')
```

---

cap\_options

*Cap options*

---

**Description**

These functions construct various sorts of caps. They construct a matrix that can be supplied as the shape argument in `gizmo_barcap()`.

**Usage**

```
cap_triangle()
```

```
cap_round(n = 100)
```

```
cap_arch(n = 100)
```

```
cap_ogee(n = 100)
```

```
cap_none()
```

**Arguments**

`n` An `<integer[n]>` number of points to use for the cap.

**Details**

When designing custom cap shapes, the expectation is that the first point starts at the  $(0, 0)$  coordinate and the last point ends at the  $(0, 1)$  coordinate. The first column follows the orthogonal direction of the bar whereas the second column follows the direction of the bar.

**Value**

A `<matrix[n, 2]>` with coordinates for points on the brackets.

**Functions**

- `cap_triangle()`: An equilateral triangle with  $n = 3$  points.
- `cap_round()`: A semicircle.
- `cap_arch()`: Two circular arcs forming an equilateral Gothic arch.
- `cap_ogee()`: Four circular arcs forming an 'ogee' arch.
- `cap_none()`: No cap.

**Examples**

```
plot(cap_arch(), type = 'l')
```

---

```
compose_crux
```

```
Compose guides in a cross
```

---

**Description****[Experimental]**

This guide composition has a central guide optionally surrounded by other guides on all four sides.

**Usage**

```
compose_crux(
  key = NULL,
  centre = "none",
  left = "none",
  right = "none",
  top = "none",
  bottom = "none",
  args = list(),
  complete = FALSE,
  theme = NULL,
  theme_defaults = list(),
  reverse = FALSE,
  order = 0,
  title = waiver(),
  position = waiver(),
  available_aes = NULL
)
```

**Arguments**

`key` A [standard key](#) specification. The key is shared among all guides that have NULL keys themselves. See more information in the linked topic.

`centre, left, right, top, bottom` Guides to use in [composition](#) per position. Each guide can be specified as one of the following:

	<ul style="list-style-type: none"> <li>• A <code>&lt;Guide&gt;</code> class object.</li> <li>• A <code>&lt;function&gt;</code> that returns a <code>&lt;Guide&gt;</code> class object.</li> <li>• A <code>&lt;character&gt;</code> naming such a function, without the <code>guide_</code> or <code>primitive_</code> prefix.</li> </ul>
args	A <code>&lt;list&gt;</code> of arguments to pass to guides that are given either as a function or as a string.
complete	A <code>&lt;logical[1]&gt;</code> whether to treat the composition as a complete guide. If <code>TRUE</code> , a title and margin are added to the result. If <code>FALSE</code> (default), no titles and margins are added.
theme	A <code>&lt;theme&gt;</code> object to style the guide individually or differently from the plot's theme settings. The theme arguments in the guide overrides, and is combined with, the plot's theme.
theme_defaults	A <code>&lt;list&gt;</code> of theme elements to override undeclared theme arguments.
reverse	A <code>&lt;logical[1]&gt;</code> whether to reverse continuous guides. If <code>TRUE</code> , guides like colour bars are flipped. If <code>FALSE</code> (default), the original order is maintained.
order	A positive <code>&lt;integer[1]&gt;</code> that specifies the order of this guide among multiple guides. This controls in which order guides are merged if there are multiple guides for the same position. If <code>0</code> (default), the order is determined by a hashing indicative settings of a guide.
title	A <code>&lt;character[1]&gt;</code> or <code>&lt;expression[1]&gt;</code> indicating the title of the guide. If <code>NULL</code> , the title is not shown. The default, <code>waiver()</code> , takes the name of the scale object or the name specified in <code>labs()</code> as the title.
position	Where this guide should be drawn: one of "top", "bottom", "left", or "right".
available_aes	A <code>&lt;character&gt;</code> vector listing the aesthetics for which this guide can be build.

### Value

A `<ComposeCrux>` guide object.

### See Also

Other composition: [compose\\_ontop\(\)](#), [compose\\_sandwich\(\)](#), [compose\\_stack\(\)](#), [guide-composition](#)

### Examples

```
# Roughly recreating a colour bar with extra text on top and bottom
crux <- compose_crux(
  centre = gizmo_barcap(), left = "axis_base",
  right = "axis_base",
  top = primitive_title("A lot"),
  bottom = primitive_title("A little")
)

ggplot(mpg, aes(displ, hwy)) +
  geom_point(aes(colour = cty)) +
  guides(colour = crux)
```

---

 compose\_ontop

*Compose guides on top of one another*


---

## Description

### [Experimental]

This guide can place other guides on top of one another.

## Usage

```
compose_ontop(
  ...,
  args = list(),
  key = NULL,
  title = waiver(),
  angle = waiver(),
  theme = NULL,
  order = 0,
  position = waiver(),
  available_aes = NULL
)
```

## Arguments

...	Guides to stack in <a href="#">composition</a> . Each guide can be specified as one of the following: <ul style="list-style-type: none"> <li>• A <code>&lt;Guide&gt;</code> class object.</li> <li>• A <code>&lt;function&gt;</code> that returns a <code>&lt;Guide&gt;</code> class object.</li> <li>• A <code>&lt;character[1]&gt;</code> naming such a function, without the <code>guide_</code> or <code>primitive_</code> prefix.</li> </ul>
args	A <code>&lt;list&gt;</code> of arguments to pass to guides that are given either as a function or as a string.
key	A <a href="#">standard key</a> specification. The key is shared among all guides that have NULL keys themselves. See more information in the linked topic.
title	A <code>&lt;character[1]&gt;</code> or <code>&lt;expression[1]&gt;</code> indicating the title of the guide. If NULL, the title is not shown. The default, <a href="#">waiver()</a> , takes the name of the scale object or the name specified in <a href="#">labs()</a> as the title.
angle	A specification for the text angle. Compared to setting the angle argument in <a href="#">element_text()</a> , this argument uses some heuristics to automatically pick the <code>hjust</code> and <code>vjust</code> that you probably want. Can be one of the following: <ul style="list-style-type: none"> <li>• NULL to take angles and justification settings directly from the theme.</li> <li>• <a href="#">waiver()</a> to allow reasonable defaults in special cases.</li> <li>• A <code>&lt;numeric[1]&gt;</code> between -360 and 360 for the text angle in degrees.</li> </ul>

theme	A <code>&lt;theme&gt;</code> object to style the guide individually or differently from the plot's theme settings. The theme argument in the guide overrides and is combined with the plot's theme.
order	A positive <code>&lt;integer[1]&gt;</code> that specifies the order of this guide among multiple guides. This controls in which order guides are merged if there are multiple guides for the same position. If <code>0</code> (default), the order is determined by a hashing indicative settings of a guide.
position	A <code>&lt;character[1]&gt;</code> giving the location of the guide. Can be one of "top", "bottom", "left" or "right".
available_aes	A <code>&lt;character&gt;</code> giving aesthetics that must match the the guides.

**Value**

A `<ComposeOntop>` composite guide object.

**See Also**

Other composition: [compose\\_crux\(\)](#), [compose\\_sandwich\(\)](#), [compose\\_stack\(\)](#), [guide-composition](#)

**Examples**

```
# Using the ontop composition to get two types of ticks with different
# lengths
ggplot(mpg, aes(displ, hwy)) +
  geom_point() +
  guides(x = compose_ontop(
    guide_axis_base(
      key_manual(c(2, 4, 6)),
      theme = theme(
        axis.ticks = element_line(colour = "limegreen"),
        axis.ticks.length = unit(11, "pt")
      )
    ),
    guide_axis_base(
      key_manual(c(3, 5, 7)),
      theme = theme(
        axis.ticks = element_line(colour = "tomato"),
        axis.ticks.length = unit(5.5, "pt")
      )
    )
  ))
```

---

compose\_sandwich

*Compose guides as a sandwich*

---

**Description****[Experimental]**

This guide composition has a middle guide flanked by two parallel guides.

**Usage**

```
compose_sandwich(
  key = key_auto(),
  middle = gizmo_barcap(),
  text = "none",
  opposite = "none",
  args = list(),
  complete = TRUE,
  theme = NULL,
  theme_defaults = list(),
  reverse = FALSE,
  order = 0,
  title = waiver(),
  position = waiver(),
  available_aes = NULL
)
```

**Arguments**

key	A <a href="#">standard key</a> specification. The key is shared among all guides that have NULL keys themselves. See more information in the linked topic.
middle	Guide to use as the middle guide. Each guide can be specified as one of the following: <ul style="list-style-type: none"> <li>• A &lt;Guide&gt; class object.</li> <li>• A &lt;function&gt; that returns a &lt;Guide&gt; class object.</li> <li>• A &lt;character&gt; naming such a function, without the <code>guide_</code> or <code>primitive_</code> prefix.</li> </ul>
text, opposite	Guides to use at the <code>legend.text.position</code> location and on the opposite side of the middle guide respectively. Guide specification is the same as in the middle argument.
args	A <list> of arguments to pass to guides that are given either as a function or as a string.
complete	A <logical[1]> whether to treat the composition as a complete guide. If TRUE, a title and margin are added to the result. If FALSE (default), no titles and margins are added.
theme	A <theme> object to style the guide individually or differently from the plot's theme settings. The theme arguments in the guide overrides, and is combined with, the plot's theme.
theme_defaults	A <list> of theme elements to override undeclared theme arguments.
reverse	A <logical[1]> whether to reverse continuous guides. If TRUE, guides like colour bars are flipped. If FALSE (default), the original order is maintained.
order	A positive <integer[1]> that specifies the order of this guide among multiple guides. This controls in which order guides are merged if there are multiple guides for the same position. If 0 (default), the order is determined by a hashing indicative settings of a guide.

title	A <character[1]> or <expression[1]> indicating the title of the guide. If NULL, the title is not shown. The default, <code>waiver()</code> , takes the name of the scale object or the name specified in <code>labs()</code> as the title.
position	Where this guide should be drawn: one of "top", "bottom", "left", or "right".
available_aes	A <character> vector listing the aesthetics for which this guide can be build.

### Details

The sandwich composition is effectively the same as a [crux composition](#) lacking two opposing arms.

### Value

A <ComposeSandwich> guide object.

### See Also

Other composition: [compose\\_crux\(\)](#), [compose\\_ontop\(\)](#), [compose\\_stack\(\)](#), [guide-composition](#)

### Examples

```
# A standard plot with a sandwich guide
ggplot(mpg, aes(displ, hwy)) +
  geom_point(aes(colour = cty)) +
  guides(colour = compose_sandwich(
    middle = "colourbar",
    text = "axis_base",
    opposite = primitive_bracket(key = key_range_manual(
      start = c(10, 20), end = c(25, 30), name = c("A", "B")
    ))
  ))
```

---

compose\_stack

*Compose guides as stack*

---

### Description

#### [Experimental]

This guide can stack other guides.

### Usage

```
compose_stack(
  ...,
  args = list(),
  key = NULL,
  title = waiver(),
  side.titles = waiver(),
  angle = waiver(),
```

```

  theme = NULL,
  order = 0,
  drop = NULL,
  position = waiver(),
  available_aes = NULL
)

```

## Arguments

...	Guides to stack in <a href="#">composition</a> . Each guide can be specified as one of the following: <ul style="list-style-type: none"> <li>• A <code>&lt;Guide&gt;</code> class object.</li> <li>• A <code>&lt;function&gt;</code> that returns a <code>&lt;Guide&gt;</code> class object.</li> <li>• A <code>&lt;character[1]&gt;</code> naming such a function, without the <code>guide_</code> or <code>primitive_</code> prefix.</li> </ul>
args	A <code>&lt;list&gt;</code> of arguments to pass to guides that are given either as a function or as a string.
key	A <a href="#">standard key</a> specification. The key is shared among all guides that have NULL keys themselves. See more information in the linked topic.
title	A <code>&lt;character[1]&gt;</code> or <code>&lt;expression[1]&gt;</code> indicating the title of the guide. If NULL, the title is not shown. The default, <code>waiver()</code> , takes the name of the scale object or the name specified in <code>labs()</code> as the title.
side.titles	A <code>&lt;character&gt;</code> giving labels for titles displayed on the side of the stack. Set to NULL to display no side titles. If <code>waiver()</code> , an attempt is made to extract the titles from the guides and use these as side titles.
angle	A specification for the text angle. Compared to setting the <code>angle</code> argument in <code>element_text()</code> , this argument uses some heuristics to automatically pick the <code>hjust</code> and <code>vjust</code> that you probably want. Can be one of the following: <ul style="list-style-type: none"> <li>• NULL to take angles and justification settings directly from the theme.</li> <li>• <code>waiver()</code> to allow reasonable defaults in special cases.</li> <li>• A <code>&lt;numeric[1]&gt;</code> between -360 and 360 for the text angle in degrees.</li> </ul>
theme	A <code>&lt;theme&gt;</code> object to style the guide individually or differently from the plot's theme settings. The theme argument in the guide overrides and is combined with the plot's theme.
order	A positive <code>&lt;integer[1]&gt;</code> that specifies the order of this guide among multiple guides. This controls in which order guides are merged if there are multiple guides for the same position. If 0 (default), the order is determined by a hashing indicative settings of a guide.
drop	An <code>&lt;integer&gt;</code> giving the indices of guides that should be dropped when a facet requests no labels to be drawn at axes in between panels. The default, NULL, will drop every guide except the first.
position	A <code>&lt;character[1]&gt;</code> giving the location of the guide. Can be one of "top", "bottom", "left" or "right".
available_aes	A <code>&lt;character&gt;</code> giving aesthetics that must match the the guides.

**Value**

A `<ComposeStack>` guide object.

**See Also**

Other composition: [compose\\_crux\(\)](#), [compose\\_ontop\(\)](#), [compose\\_sandwich\(\)](#), [guide-composition](#)

**Examples**

```
ggplot() +
  geom_function(fun = dnorm, xlim = c(-3, 3)) +
  guides(x = compose_stack(
    "axis", "axis",
    side.title = c("first", "second")
  )) +
  # Add margin to make room for side titles
  theme(plot.margin = margin(5.5, 5.5, 5.5, 11))
```

---

gizmo\_barcap

*Guide gizmo: capped colour bar*

---

**Description**

This guide displays a colour bar with optional caps at either ends of the bar.

**Usage**

```
gizmo_barcap(
  key = "sequence",
  shape = "triangle",
  size = NULL,
  show = NA,
  alpha = NA,
  oob = "keep",
  theme = NULL,
  position = waiver(),
  direction = NULL
)
```

**Arguments**

- |       |   |
|-------|---|
| key   | A <a href="#">sequence key</a> specification. Defaults to <a href="#">key_sequence(n = 15)</a> . Changing the argument to <a href="#">key_sequence()</a> is fine, but changing the key type is not advised. |
| shape | A <a href="#">cap</a> specification by providing one of the following: <ul style="list-style-type: none"> <li>• A cap <code>&lt;function&gt;</code>, such as <code>cap_triangle()</code>.</li> </ul>        |

	<ul style="list-style-type: none"> <li>• A <code>&lt;character[1]&gt;</code> naming a cap function without the <code>'cap_'</code>-prefix, e.g. <code>"round"</code>.</li> <li>• A two column <code>&lt;matrix[n, 2]&gt;</code> giving coordinates for a cap, like those created by cap functions such as <code>cap_arch()</code>.</li> </ul>
size	A <code>&lt;unit&gt;</code> setting the size of the cap. When NULL (default), cap size will be proportional to the shape coordinates and the <code>legend.key.size</code> theme setting.
show	A <code>&lt;logical&gt;</code> to control how caps are displayed at the ends of the bar. When TRUE, caps are always displayed. When FALSE, caps are never displayed. When NA (default), caps are displayed when the data range exceed the limits. When given as <code>&lt;logical[2]&gt;</code> , <code>show[1]</code> controls the display at the lower end and <code>show[2]</code> at the upper end.
alpha	A <code>&lt;numeric[1]&gt;</code> between 0 and 1 setting the colour transparency of the bar. Use NA to preserve the alpha encoded in the colour itself.
oob	An out-of-bounds handling function that affects the cap colour. Can be one of the following: <ul style="list-style-type: none"> <li>• A <code>&lt;function&gt;</code> like <code>oob_squish</code>.</li> <li>• A <code>&lt;character[1]&gt;</code> naming such a function without the <code>'oob'</code>-prefix, such as <code>"keep"</code>.</li> </ul>
theme	A <code>&lt;theme&gt;</code> object to style the guide individually or differently from the plot's theme settings. The theme argument in the guide overrides and is combined with the plot's theme.
position	A <code>&lt;character[1]&gt;</code> giving the location of the guide. Can be one of <code>"top"</code> , <code>"bottom"</code> , <code>"left"</code> or <code>"right"</code> .
direction	A <code>&lt;character[1]&gt;</code> indicating the direction of the guide. Can be one of <code>"horizontal"</code> or <code>"vertical"</code> .

### Value

A `<GizmoBarcap>` object.

### See Also

Other gizmos: `gizmo_density()`, `gizmo_grob()`, `gizmo_histogram()`, `gizmo_stepcap()`

### Examples

```
# A standard plot
p <- ggplot(mpg, aes(displ, hwy, colour = cty)) +
  geom_point()

# Just a bar
p + scale_colour_viridis_c(guide = gizmo_barcap())

# Caps show up when there is data outside the limits
p + scale_colour_viridis_c(
  limits = c(10, 30),
  guide = gizmo_barcap())
```

```

)

# The scale's out-of-bounds handler determines cap colour
p + scale_colour_viridis_c(
  limits = c(10, 30), oob = scales::oob_squish,
  guide = gizmo_barcap()
)

# Customising display of the guide
p +
  scale_colour_viridis_c(
    oob = scales::oob_squish,
    guide = gizmo_barcap(
      shape = "arch", show = c(FALSE, TRUE),
      size = unit(2, "cm"),
      theme = theme(legend.key.height = unit(4, "cm"))
    )
  ) +
  theme(
    legend.frame = element_rect(colour = "black"),
    legend.key.width = unit(0.5, "cm")
  )
)

```

---

gizmo\_density

*Guide gizmo: kernel density estimate*


---

## Description

This guide displays a kernel density estimate (KDE) of the aesthetic. If the aesthetic is colour or fill, the shape will reflect this.

## Usage

```

gizmo_density(
  key = "sequence",
  density = NULL,
  density.args = list(),
  density.fun = stats::density,
  just = 0.5,
  oob = "keep",
  alpha = NA,
  theme = NULL,
  position = waiver(),
  direction = NULL
)

```

**Arguments**

key	A <a href="#">sequence key</a> or <a href="#">binned key</a> specification.
density	One of the following: <ul style="list-style-type: none"> <li>• NULL for using kernel density estimation on the data values (default).</li> <li>• a <code>&lt;numeric&gt;</code> vector to feed to the <code>density.fun</code> function.</li> <li>• A named <code>&lt;list&gt;</code> with <code>x</code> and <code>y</code> numeric elements of equal length, such as one returned by using the <a href="#">density()</a> function. Please note that <code>&lt;list&gt;</code> input is expected in scale-transformed space, not original data space.</li> </ul>
density.args	A <code>&lt;list&gt;</code> with additional arguments to the <code>density.fun</code> argument. Only applies when <code>density</code> is not provided as a <code>&lt;list&gt;</code> , already.
density.fun	A <code>&lt;function&gt;</code> to use for kernel density estimation when the <code>density</code> argument is not provided as a list already.
just	A <code>&lt;numeric[1]&gt;</code> between 0 and 1. Use 0 for bottom- or left-aligned densities, use 1 for top- or right-aligned densities and 0.5 for violin shapes.
oob	An out-of-bounds handling function that affects the cap colour. Can be one of the following: <ul style="list-style-type: none"> <li>• A <code>&lt;function&gt;</code> like <a href="#">oob_squish</a>.</li> <li>• A <code>&lt;character[1]&gt;</code> naming such a function without the 'oob'-prefix, such as "keep".</li> </ul>
alpha	A <code>&lt;numeric[1]&gt;</code> between 0 and 1 setting the colour transparency of the bar. Use NA to preserve the alpha encoded in the colour itself.
theme	A <code>&lt;theme&gt;</code> object to style the guide individually or differently from the plot's theme settings. The theme argument in the guide overrides and is combined with the plot's theme.
position	A <code>&lt;character[1]&gt;</code> giving the location of the guide. Can be one of "top", "bottom", "left" or "right".
direction	A <code>&lt;character[1]&gt;</code> indicating the direction of the guide. Can be on of "horizontal" or "vertical".

**Details**

Non-finite values such as NA and NaN are ignored while infinite values such as `-Inf` and `Inf` are [squished](#) to the limits.

**Value**

A `<GizmoDensity>` object.

**See Also**

Other gizmos: [gizmo\\_barcap\(\)](#), [gizmo\\_grob\(\)](#), [gizmo\\_histogram\(\)](#), [gizmo\\_stepcap\(\)](#)

## Examples

```
# A standard plot
p <- ggplot(mpg, aes(displ, hwy, colour = cty)) +
  geom_point() +
  scale_colour_viridis_c()

# Density from plot data
p + guides(colour = gizmo_density())

# Using bins instead of gradient
p + guides(colour = gizmo_density("bins"))

# Providing custom values to compute density of
p + guides(colour = gizmo_density(density = runif(1000, min = 5, max = 35)))

# Providing a precomputed density
p + guides(colour = gizmo_density(density = density(mpg$cty, adjust = 0.5)))

# Alternatively, parameters may be passed through density.args
p + guides(colour = gizmo_density(density.args = list(adjust = 0.5)))
```

---

gizmo\_grob

*Guide gizmo: custom grob*


---

## Description

This guide displays a user-provided grob.

## Usage

```
gizmo_grob(
  grob,
  width = grobWidth(grob),
  height = grobHeight(grob),
  hjust = 0.5,
  vjust = 0.5,
  position = waiver()
)
```

## Arguments

grob	A <a href="#">&lt;grob&gt;</a> to display.
width, height	A [ <a href="#">&lt;unit[1]&gt;</a> ][ <a href="#">grid::unit</a> ] setting the allocated width and height of the the grob respectively.
hjust, vjust	A <a href="#">&lt;numeric[1]&gt;</a> between 0 and 1 setting the horizontal and vertical justification of the grob when used as a guide for the x and y aesthetics.
position	Where this guide should be drawn: one of "top", "bottom", "left", or "right".

**Value**

A <GizmoGrob> object.

**See Also**

Other gizmos: [gizmo\\_barcap\(\)](#), [gizmo\\_density\(\)](#), [gizmo\\_histogram\(\)](#), [gizmo\\_stepcap\(\)](#)

**Examples**

```
circle <- grid::circleGrob()

# A standard plot with grob gizmos
ggplot(mpg, aes(displ, hwy, colour = cty)) +
  geom_point() +
  guides(
    x.sec = gizmo_grob(
      circle, hjust = 0.75,
      width = unit(2, "cm"), height = unit(2, "cm")
    ),
    colour = gizmo_grob(
      circle, width = unit(1, "cm"), height = unit(1, "cm")
    )
  )
```

---

gizmo\_histogram

*Guide gizmo: histogram*

---

**Description**

This guide displays a histogram of the aesthetic. If the aesthetic is colour or fill, the shape will reflect this.

**Usage**

```
gizmo_histogram(
  key = "sequence",
  hist = NULL,
  hist.args = list(),
  hist.fun = graphics::hist,
  just = 1,
  oob = oob_keep,
  alpha = NA,
  theme = NULL,
  position = waiver(),
  direction = NULL
)
```

**Arguments**

key	A <a href="#">sequence key</a> or <a href="#">binned key</a> specification.
hist	One of the following: <ul style="list-style-type: none"> <li>• NULL for computing histograms on the data values (default).</li> <li>• an atomic <code>&lt;vector&gt;</code> to feed to the <code>hist.fun</code> function.</li> <li>• A named <code>&lt;list&gt;</code> with breaks and counts numeric items, where the breaks item is exactly one element longer than the counts item. A typical way to construct such list is using the <a href="#">hist()</a> function. Please note that <code>&lt;list&gt;</code> input is expected in scale-transformed space, not original data space.</li> </ul>
hist.args	A <code>&lt;list&gt;</code> with additional arguments to the <code>hist.fun</code> argument. Only applies when <code>hist</code> is not provided as a <code>&lt;list&gt;</code> already.
hist.fun	A <code>&lt;function&gt;</code> to use for computing histograms when the <code>hist</code> argument is not provided as a list already.
just	A <code>&lt;numeric[1]&gt;</code> between 0 and 1. Use 0 for bottom- or left-aligned histograms, use 1 for top- or right-aligned histograms and 0.5 for centred histograms.
oob	An out-of-bounds handling function that affects the cap colour. Can be one of the following: <ul style="list-style-type: none"> <li>• A <code>&lt;function&gt;</code> like <a href="#">oob_squish</a>.</li> <li>• A <code>&lt;character[1]&gt;</code> naming such a function without the 'oob'-prefix, such as "keep".</li> </ul>
alpha	A <code>&lt;numeric[1]&gt;</code> between 0 and 1 setting the colour transparency of the bar. Use NA to preserve the alpha encoded in the colour itself.
theme	A <code>&lt;theme&gt;</code> object to style the guide individually or differently from the plot's theme settings. The theme argument in the guide overrides and is combined with the plot's theme.
position	A <code>&lt;character[1]&gt;</code> giving the location of the guide. Can be one of "top", "bottom", "left" or "right".
direction	A <code>&lt;character[1]&gt;</code> indicating the direction of the guide. Can be on of "horizontal" or "vertical".

**Details**

Non-finite values such as NA and NaN are ignored while infinite values such as `-Inf` and `Inf` are [squished](#) to the limits.

**Value**

A `<GizmoHistogram>` object.

**See Also**

Other gizmos: [gizmo\\_barcap\(\)](#), [gizmo\\_density\(\)](#), [gizmo\\_grob\(\)](#), [gizmo\\_stepcap\(\)](#)

**Examples**

```

# A standard plot
p <- ggplot(mpg, aes(displ, hwy, colour = cty)) +
  geom_point() +
  scale_colour_viridis_c()

# Histogram from plot data
p + guides(colour = gizmo_histogram())

# Using bins instead of gradient
p + guides(colour = gizmo_histogram("bins"))

# Providing custom values to compute histogram
p + guides(colour = gizmo_histogram(hist = runif(1000, min = 5, max = 35)))

# Providing precomputed histogram
p + guides(colour = gizmo_histogram(hist = hist(mpg$cty, breaks = 10)))

# Alternatively, parameters may be passed through hist.args
p + guides(colour = gizmo_histogram(hist.arg = list(breaks = 10)))

```

gizmo\_stepcap

*Guide gizmo: capped colour steps***Description**

This guide displays a binned variant of the colour bar with optional caps at either ends of the bar.

**Usage**

```

gizmo_stepcap(
  key = "bins",
  shape = "triangle",
  size = NULL,
  show = NA,
  alpha = NA,
  oob = "keep",
  theme = NULL,
  position = waiver(),
  direction = NULL
)

```

**Arguments**

key	A <a href="#">bins key</a> specification. Defaults to <code>key_bins(even.steps = FALSE, show.limits = NULL)</code> . Changing the arguments to <code>key_bins()</code> is fine, but changing the key type is not advised.
shape	A <a href="#">cap</a> specification by providing one of the following:

	<ul style="list-style-type: none"> <li>• A cap &lt;function&gt;, such as <code>cap_triangle()</code>.</li> <li>• A &lt;character[1]&gt; naming a cap function without the 'cap_'-prefix, e.g. "round".</li> <li>• A two column &lt;matrix[n, 2]&gt; giving coordinates for a cap, like those created by cap functions such as <code>cap_arch()</code>.</li> </ul>
size	A <unit> setting the size of the cap. When NULL (default), cap size will be proportional to the shape coordinates and the <code>legend.key.size</code> theme setting.
show	A <logical> to control how caps are displayed at the ends of the bar. When TRUE, caps are always displayed. When FALSE, caps are never displayed. When NA (default), caps are displayed when the data range exceed the limits. When given as <logical[2]>, <code>show[1]</code> controls the display at the lower end and <code>show[2]</code> at the upper end.
alpha	A <numeric[1]> between 0 and 1 setting the colour transparency of the bar. Use NA to preserve the alpha encoded in the colour itself.
oob	An out-of-bounds handling function that affects the cap colour. Can be one of the following: <ul style="list-style-type: none"> <li>• A &lt;function&gt; like <code>oob_squish</code>.</li> <li>• A &lt;character[1]&gt; naming such a function without the 'oob'-prefix, such as "keep".</li> </ul>
theme	A <theme> object to style the guide individually or differently from the plot's theme settings. The theme argument in the guide overrides and is combined with the plot's theme.
position	A <character[1]> giving the location of the guide. Can be one of "top", "bottom", "left" or "right".
direction	A <character[1]> indicating the direction of the guide. Can be one of "horizontal" or "vertical".

### Value

A `GizmoStepcap` object.

### See Also

Other gizmos: `gizmo_barcap()`, `gizmo_density()`, `gizmo_grob()`, `gizmo_histogram()`

### Examples

```
# A standard plot
p <- ggplot(mpg, aes(displ, hwy, colour = cty)) +
  geom_point()

# Just some recangles
p + scale_colour_viridis_c(guide = gizmo_stepcap())

# Caps show up when there is data outside the limits
p + scale_colour_viridis_c(
  limits = c(10, 30),
```

```

    guide = gizmo_stepcap()
  )

# The scale's out-of-bounds handler determines cap colour
p + scale_colour_viridis_c(
  limits = c(10, 30), oob = scales::oob_squish,
  guide = gizmo_stepcap()
)

# Customising the display of the guide
p +
  scale_colour_viridis_c(
    oob = scales::oob_squish,
    guide = gizmo_stepcap(
      shape = "round", show = c(FALSE, TRUE),
      size = unit(1, "cm"),
      theme = theme(legend.key.height = unit(4, "cm"))
    )
  ) +
  theme(
    legend.frame = element_rect(colour = "black"),
    legend.key.width = unit(0.5, "cm")
  )
)

```

---

 guide-composition

*Guide composition*


---

## Description

### [Experimental]

Guide composition is a meta-guide orchestrating an ensemble of other guides. On their own, a 'composing' guide is not very useful as a visual reflection of a scale.

## Usage

```

new_compose(
  guides,
  args = list(),
  ...,
  available_aes = c("any", "x", "y", "r", "theta"),
  call = caller_env(),
  super = Compose
)

```

## Arguments

**guides** A <list> of guides wherein each element is one of the following:

- A <Guide> class object.

- A `<function>` that returns a `<Guide>` class object.
- A `<character[1]>` naming such a function, without the `guide_` or `primitive_` prefix.

<code>args</code>	A <code>&lt;list&gt;</code> of arguments to pass to guides that are given either as a function or as a string.
<code>...</code>	Additional parameters to pass on to <code>new_guide()</code> .
<code>available_aes</code>	A <code>&lt;character&gt;</code> giving aesthetics that must match the the guides.
<code>call</code>	A <code>call</code> to display in messages.
<code>super</code>	A <code>&lt;Compose&gt;</code> class object giving a meta-guide for composition.

**Value**

A `<Compose>` (sub-)class guide that composes other guides.

**See Also**

Other composition: `compose_crux()`, `compose_ontop()`, `compose_sandwich()`, `compose_stack()`

**Examples**

```
# The `new_compose()` function is not intended to be used directly
my_composition <- new_compose(list("axis", "axis"), super = ComposeStack)

# Is the same as
my_composition <- compose_stack("axis", "axis")
```

---

guide-gizmos

*Guide gizmos*

---

**Description**

Guide gizmos are a speciality guide components that are very specific to one or a few aesthetics to display.

Typically they can be `composed` with other guides or guide `primitives` to form a complete guide.

---

guide-primitives	<i>Guide primitives</i>
------------------	-------------------------

---

### Description

Guide primitives are the building blocks of more complex guides. On their own, they are not very useful as a visual reflection of a scale.

Their purpose is to be combined with one another to form a more complex, complete guides that *do* reflect a scale in some way.

### Details

The guide primitives are simple, but flexible in that they are not tailored for one particular aesthetic. That way they can be reused and combined at will.

---

guide_axis_base	<i>Custom axis guide</i>
-----------------	--------------------------

---

### Description

This axis guide is a visual representation of position scales and can represent the x, y, theta and r aesthetics. It differs from `guide_axis()` in that it can accept custom keys and is can act as an axis for `coord_radial()` like `guide_axis_theta()`.

### Usage

```
guide_axis_base(
  key = NULL,
  title = waiver(),
  theme = NULL,
  n.dodge = 1,
  check.overlap = FALSE,
  angle = waiver(),
  cap = "none",
  bidi = FALSE,
  order = 0,
  position = waiver()
)
```

### Arguments

key	A <a href="#">standard key</a> specification. Defaults to <code>key_auto()</code> . See more information in the linked topic and the 'Details' section.
-----	---

title	A <character[1]> or <expression[1]> indicating the title of the guide. If NULL, the title is not shown. The default, <code>waiver()</code> , takes the name of the scale object or the name specified in <code>labs()</code> as the title.
theme	A <theme> object to style the guide individually or differently from the plot's theme settings. The theme argument in the guide overrides and is combined with the plot's theme.
n.dodge	An positive <integer[1]> setting the number of layers text labels can occupy to avoid overlapping labels.
check.overlap	A <logical[1]> indicating whether to check for and omit overlapping text. If TRUE, first, last and middle labels are recursively prioritised in that order. If FALSE, all labels are drawn.
angle	A specification for the text angle. Compared to setting the angle argument in <code>element_text()</code> , this argument uses some heuristics to automatically pick the <code>hjust</code> and <code>vjust</code> that you probably want. Can be one of the following: <ul style="list-style-type: none"> <li>• NULL to take angles and justification settings directly from the theme.</li> <li>• <code>waiver()</code> to allow reasonable defaults in special cases.</li> <li>• A &lt;numeric[1]&gt; between -360 and 360 for the text angle in degrees.</li> </ul>
cap	A method to cap the axes. One of the following: <ul style="list-style-type: none"> <li>• A &lt;character[1]&gt; with one of the following: <ul style="list-style-type: none"> <li>– "none" to perform no capping.</li> <li>– "both" to cap the line at both ends at the most extreme breaks.</li> <li>– "upper" to cap the line at the upper extreme break.</li> <li>– "lower" to cap the line at the lower extreme break.</li> </ul> </li> <li>• A &lt;logical&gt;[1], where TRUE is equivalent to "both" and FALSE is equivalent to "none" in the options above.</li> <li>• A sorted &lt;numeric&gt;[2n] with an even number of members. The lines will be drawn between every odd-even pair.</li> <li>• A &lt;function&gt; that takes the scale's breaks as the first argument, the scale's limits as the second argument and returns a &lt;numeric&gt;[2n] as described above.</li> </ul>
bidi	A <logical[1]>: whether ticks should be drawn bidirectionally (TRUE) or in a single direction (FALSE, default).
order	A positive <integer[1]> that specifies the order of this guide among multiple guides. This controls in which order guides are merged if there are multiple guides for the same position. If 0 (default), the order is determined by a hashing indicative settings of a guide.
position	A <character[1]> giving the location of the guide. Can be one of "top", "bottom", "left" or "right".

### Details

Under the hood, this guide is a [stack composition](#) of a [line](#), [ticks](#) and [labels](#) primitives.

To set minor ticks, use `key = "minor"`, or use the `type` argument in `key_manual()` or `key_map()`.

To use this as a logarithmic axis, set `key = "log"`.

**Value**

A <Guide> object.

**See Also**

Other standalone guides: [guide\\_axis\\_dendro\(\)](#), [guide\\_axis\\_nested\(\)](#), [guide\\_circles\(\)](#), [guide\\_colbar\(\)](#), [guide\\_colring\(\)](#), [guide\\_colsteps\(\)](#), [guide\\_legend\\_base\(\)](#), [guide\\_legend\\_cross\(\)](#), [guide\\_legend\\_group\(\)](#)

**Examples**

```
# A standard plot with custom keys
p <- ggplot(mpg, aes(displ, hwy)) +
  geom_point() +
  scale_x_continuous(
    guide = guide_axis_base(key = key_minor())
  ) +
  scale_y_continuous(
    guide = guide_axis_base(key = key_manual(c(20, 25, 30, 40)))
  )
p

# Is translated to theta axis without fuss
p + coord_radial()

# To use as logarithmic axis:
ggplot(msleep, aes(bodywt, brainwt)) +
  geom_point(na.rm = TRUE) +
  scale_x_continuous(
    transform = "log10",
    guide = guide_axis_base("log")
  )
```

---

guide\_axis\_dendro      *Dendrogram guide*

---

**Description**

This axis is a speciality axis for discrete data that has been hierarchically clustered. Please be aware that the guide cannot affect the scale limits, which should be set appropriately. This guide will give misleading results when this step is skipped!

**Usage**

```
guide_axis_dendro(
  key = "dendro",
  title = waiver(),
  theme = NULL,
  labels = TRUE,
  space = rel(10),
```

```

vanish = TRUE,
n.dodge = 1,
angle = waiver(),
check.overlap = FALSE,
ticks = "none",
axis_line = "none",
order = 0,
position = waiver()
)

```

## Arguments

key	A <a href="#">segment key</a> specification. See more information in the linked topic. Alternatively, an object of class <code>&lt;hclust&gt;</code> that automatically invokes <code>key_dendro()</code> .
title	A <code>&lt;character[1]&gt;</code> or <code>&lt;expression[1]&gt;</code> indicating the title of the guide. If <code>NULL</code> , the title is not shown. The default, <code>waiver()</code> , takes the name of the scale object or the name specified in <code>labs()</code> as the title.
theme	A <code>&lt;theme&gt;</code> object to style the guide individually or differently from the plot's theme settings. The theme argument in the guide overrides and is combined with the plot's theme.
labels, ticks, axis_line	Guides to use as labels, ticks or axis lines. Can be specified as one of the following: <ul style="list-style-type: none"> <li>• A <code>&lt;logical[1]&gt;</code> which when <code>FALSE</code> will set the guide to <code>guide_none()</code> and if <code>TRUE</code>, will set guide to appropriate primitive.</li> <li>• A <code>&lt;Guide&gt;</code> class object.</li> <li>• A <code>&lt;function&gt;</code> that returns a <code>&lt;Guide&gt;</code> class object.</li> <li>• A <code>&lt;character[1]&gt;</code> naming such a function, without the <code>guide_</code> or <code>primitive_</code> prefix.</li> </ul>
space	Either a <code>&lt;unit&gt;</code> or <code>&lt;rel&gt;</code> object of length 1 determining the space allocated in the orthogonal direction. When the space argument is of class <code>&lt;rel&gt;</code> (default) the base size is taken from the tick length theme setting.
vanish	Only relevant when the guide is used in the secondary theta position: a <code>&lt;logical[1]&gt;</code> on whether the continue to draw the segments until they meet in the center ( <code>TRUE</code> ) or strictly observe the space setting ( <code>FALSE</code> ).
n.dodge	An positive <code>&lt;integer[1]&gt;</code> setting the number of layers text labels can occupy to avoid overlapping labels.
angle	A specification for the text angle. Compared to setting the angle argument in <code>element_text()</code> , this argument uses some heuristics to automatically pick the <code>hjust</code> and <code>vjust</code> that you probably want. Can be one of the following: <ul style="list-style-type: none"> <li>• <code>NULL</code> to take angles and justification settings directly from the theme.</li> <li>• <code>waiver()</code> to allow reasonable defaults in special cases.</li> <li>• A <code>&lt;numeric[1]&gt;</code> between -360 and 360 for the text angle in degrees.</li> </ul>
check.overlap	A <code>&lt;logical[1]&gt;</code> indicating whether to check for and omit overlapping text. If <code>TRUE</code> , first, last and middle labels are recursively prioritised in that order. If <code>FALSE</code> , all labels are drawn.

order	A positive <code>&lt;integer[1]&gt;</code> that specifies the order of this guide among multiple guides. This controls in which order guides are merged if there are multiple guides for the same position. If 0 (default), the order is determined by a hashing indicative settings of a guide.
position	A <code>&lt;character[1]&gt;</code> giving the location of the guide. Can be one of "top", "bottom", "left" or "right".

**Value**

A `<Guide>` object.

**See Also**

Other standalone guides: [guide\\_axis\\_base\(\)](#), [guide\\_axis\\_nested\(\)](#), [guide\\_circles\(\)](#), [guide\\_colbar\(\)](#), [guide\\_colring\(\)](#), [guide\\_colsteps\(\)](#), [guide\\_legend\\_base\(\)](#), [guide\\_legend\\_cross\(\)](#), [guide\\_legend\\_group\(\)](#)

**Examples**

```
# Hierarchically cluster data
clust <- hclust(dist(scale(mtcars)), "ave")

# Using the guide along with appropriate limits
p <- ggplot(mtcars, aes(displacement, rownames(mtcars))) +
  geom_col() +
  scale_y_discrete(limits = clust$labels[clust$order])

# Standard usage
p + guides(y = guide_axis_dendro(clust))

# Adding ticks and axis line
p + guides(y = guide_axis_dendro(clust, ticks = "ticks", axis_line = "line")) +
  theme(axis.line = element_line())

# Controlling space allocated to dendrogram
p + guides(y = guide_axis_dendro(clust, space = unit(4, "cm"))) +
  theme(axis.ticks.y.left = element_line("red"))

# If want just the dendrogram, use `labels = FALSE`
p + guides(y = guide_axis_dendro(clust, labels = FALSE), y.sec = "axis")
```

---

guide\_axis\_nested      *Nested axis guide*

---

**Description**

This axis guide gives extra range annotations to position scales. It can be used to infer nesting structure from labels or annotate ranges.

**Usage**

```
guide_axis_nested(
  key = "range_auto",
  regular_key = "auto",
  type = "bracket",
  title = waiver(),
  theme = NULL,
  angle = waiver(),
  cap = "none",
  bidi = FALSE,
  oob = "squish",
  drop_zero = TRUE,
  pad_discrete = NULL,
  levels_text = NULL,
  ...,
  order = 0,
  position = waiver()
)
```

**Arguments**

key	One of the following: <ul style="list-style-type: none"> <li>• A <a href="#">range key</a> specification. If not key = "range_auto", additional labels will be inserted to represent point values.</li> <li>• A <code>&lt;character[1]&gt;</code> passed to the <a href="#">key_range_auto(sep)</a> argument. An exception is made when the string is a valid key specification.</li> </ul>
regular_key	A <a href="#">standard key</a> specification for the appearance of regular tick marks.
type	Appearance of ranges, either "box" to put text in boxes or "bracket" (default) to text brackets.
title	A <code>&lt;character[1]&gt;</code> or <code>&lt;expression[1]&gt;</code> indicating the title of the guide. If NULL, the title is not shown. The default, <a href="#">waiver()</a> , takes the name of the scale object or the name specified in <a href="#">labs()</a> as the title.
theme	A <code>&lt;theme&gt;</code> object to style the guide individually or differently from the plot's theme settings. The theme argument in the guide overrides and is combined with the plot's theme.
angle	A specification for the text angle. Compared to setting the angle argument in <a href="#">element_text()</a> , this argument uses some heuristics to automatically pick the <code>hjust</code> and <code>vjust</code> that you probably want. Can be one of the following: <ul style="list-style-type: none"> <li>• NULL to take angles and justification settings directly from the theme.</li> <li>• <a href="#">waiver()</a> to allow reasonable defaults in special cases.</li> <li>• A <code>&lt;numeric[1]&gt;</code> between -360 and 360 for the text angle in degrees.</li> </ul>
cap	A method to cap the axes. One of the following: <ul style="list-style-type: none"> <li>• A <code>&lt;character[1]&gt;</code> with one of the following: <ul style="list-style-type: none"> <li>– "none" to perform no capping.</li> <li>– "both" to cap the line at both ends at the most extreme breaks.</li> </ul> </li> </ul>

- "upper" to cap the line at the upper extreme break.
- "lower" to cap the line at the lower extreme break.
- A `<logical>[1]`, where TRUE is equivalent to "both" and FALSE is equivalent to "none" in the options above.
- A sorted `<numeric>[2n]` with an even number of members. The lines will be drawn between every odd-even pair.
- A `<function>` that takes the scale's breaks as the first argument, the scale's limits as the second argument and returns a `<numeric>[2n]` as described above.

bidi	A <code>&lt;logical[1]&gt;</code> : whether ticks should be drawn bidirectionally (TRUE) or in a single direction (FALSE, default).
oob	A method for dealing with out-of-bounds (oob) ranges. Can be one of "squish", "censor" or "none".
drop_zero	A <code>&lt;logical[1]&gt;</code> whether to drop near-zero width ranges (TRUE, default) or preserve them (FALSE).
pad_discrete	A <code>&lt;numeric[1]&gt;</code> giving the amount ranges should be extended when given as a discrete variable. This is applied after the drop_zero setting.
levels_text	A list of <code>&lt;element_text&gt;</code> objects to customise how text appears at every level.
...	Arguments passed on to <code>primitive_bracket()</code> , <code>primitive_box()</code> or <code>primitive_fence()</code> .
order	A positive <code>&lt;integer[1]&gt;</code> that specifies the order of this guide among multiple guides. This controls in which order guides are merged if there are multiple guides for the same position. If 0 (default), the order is determined by a hashing indicative settings of a guide.
position	A <code>&lt;character[1]&gt;</code> giving the location of the guide. Can be one of "top", "bottom", "left" or "right".

### Details

Under the hood, this guide is a [stack composition](#) of a [line](#), [ticks](#), optionally [labels](#) and either [bracket](#), [box](#) or [fence](#) primitives.

By default, the `key = "range_auto"` will incorporate the 0th level labels inferred from the scale's labels. These labels will look like regular labels.

To offer other keys the opportunity to display ranges alongside regular-looking labels, the `regular_key` argument can be used to setup a separate key for display in between the ticks and ranges.

### Value

A `<Guide>` object.

### See Also

Other standalone guides: [guide\\_axis\\_base\(\)](#), [guide\\_axis\\_dendro\(\)](#), [guide\\_circles\(\)](#), [guide\\_colbar\(\)](#), [guide\\_colring\(\)](#), [guide\\_colsteps\(\)](#), [guide\\_legend\\_base\(\)](#), [guide\\_legend\\_cross\(\)](#), [guide\\_legend\\_group\(\)](#)

**Examples**

```

# A plot with nested categories on the x-axis
p <- ggplot(mpg, aes(interaction(drv, cyl), hwy)) +
  geom_boxplot()

p + guides(x = "axis_nested")

# Apply styling to brackets
p + guides(x = "axis_nested") +
  theme_guide(bracket = element_line("red", linewidth = 1))

# Don't drop nesting indicators that have 0-width
p + guides(x = guide_axis_nested(drop_zero = FALSE))

# Change additional padding for discrete categories
p + guides(x = guide_axis_nested(pad_discrete = 0))

# Change bracket type
p + guides(x = guide_axis_nested(bracket = "curvy"))

# Use boxes instead of brackets + styling of boxes
p + guides(x = guide_axis_nested(type = "box")) +
  theme_guide(box = element_rect("limegreen", "forestgreen"))

# Using fences instead of brackets + styling of fences
p + guides(x = guide_axis_nested(type = "fence", rail = "inner")) +
  theme_guide(
    fence.post = element_line("tomato"),
    fence.rail = element_line("dodgerblue")
  )

# Use as annotation of a typical axis
# `regular_key` controls display of typical axis
ggplot(mpg, aes(displ, hwy)) +
  geom_point() +
  guides(x = guide_axis_nested(
    key = key_range_manual(start = 2:3, end = 5:6, name = c("First", "Second")),
    regular_key = key_manual(c(2, 2.5, 3, 5, 7))
  ))

```

---

guide\_circles

*Circle size guide*


---

**Description**

This guide displays the sizes of points as a series of circles. It is typically paired with `geom_point()` with `draw_key_point()` glyphs.

**Usage**

```
guide_circles(
  key = NULL,
  title = waiver(),
  theme = NULL,
  hjust = 0.5,
  vjust = 0,
  text_position = NULL,
  clip_text = FALSE,
  override.aes = list(shape = 1),
  position = waiver(),
  direction = NULL
)
```

**Arguments**

key	A <a href="#">standard key</a> specification. Defaults to <a href="#">key_auto()</a> . See more information in the linked topic.
title	A <code>&lt;character[1]&gt;</code> or <code>&lt;expression[1]&gt;</code> indicating the title of the guide. If <code>NULL</code> , the title is not shown. The default, <a href="#">waiver()</a> , takes the name of the scale object or the name specified in <a href="#">labs()</a> as the title.
theme	A <code>&lt;theme&gt;</code> object to style the guide individually or differently from the plot's theme settings. The theme argument in the guide overrides and is combined with the plot's theme.
hjust, vjust	A <code>&lt;numeric[1]&gt;</code> between 0 and 1 giving the horizontal and vertical justification, respectively, of the central shapes. It is recommended <code>hjust = 0.5</code> when text is placed on the left or right and <code>vjust = 0.5</code> is recommended when text is placed on top or in the bottom.
text_position	A string, one of "ontop", "top", "right", "bottom", or "left" do describe the placement of labels. The default ( <code>NULL</code> ), will take the <code>legend.text.position</code> theme setting.
clip_text	A <code>&lt;logical[1]&gt;</code> whether to give text in the "ontop" position a small rectangle of background colour.
override.aes	A named <code>&lt;list&gt;</code> specifying aesthetic parameters of the key glyphs. See details and examples in <a href="#">guide_legend()</a> .
position	A <code>&lt;character[1]&gt;</code> giving the location of the guide. Can be one of "top", "bottom", "left" or "right".
direction	A <code>&lt;character[1]&gt;</code> indicating the direction of the guide. Can be on of "horizontal" or "vertical".

**Details**

Please note that the default size scales scale to area, not radius, so equidistant breaks will appear at irregularly spaced positions due to labelling the diameter of a circle.

This graph was designed with standard round [shapes](#) in mind, i.e. shapes 1, 16, 19 and 21. For that reason, `shape = 1` is the default `override.aes` argument. Other shapes will probably be drawn but the quality of their alignment and label placement may be unsatisfactory.

**Value**

A <GuideCircles> object.

**See Also**

Other standalone guides: [guide\\_axis\\_base\(\)](#), [guide\\_axis\\_dendro\(\)](#), [guide\\_axis\\_nested\(\)](#), [guide\\_colbar\(\)](#), [guide\\_colring\(\)](#), [guide\\_colsteps\(\)](#), [guide\\_legend\\_base\(\)](#), [guide\\_legend\\_cross\(\)](#), [guide\\_legend\\_group\(\)](#)

**Examples**

```
# A standard plot
p <- ggplot(mtcars, aes(displ, mpg)) +
  geom_point(aes(size = hp), alpha = 0.3)

# By default, the sizes aren't large enough to make this guide clear
p + scale_size_area(guide = "circles")

# Update with a more appropriate scale
p <- p +
  scale_size_area(
    max_size = 30,
    limits = c(0, NA),
    breaks = c(0, 25, 100, 250)
  )
p + guides(size = "circles")

# Horizontal orientation
p + guides(size = guide_circles(
  vjust = 0.5, hjust = 0, text_position = "bottom"
))

# Alternative text placement
p + guides(size = guide_circles(
  text_position = "ontop",
  clip_text = TRUE
))

# More styling options
p + guides(size = guide_circles(override.aes = aes(colour = "red")))+
  theme(
    # Key background
    legend.key = element_rect(colour = "black", fill = 'white'),
    # Padding around central shapes
    legendry.legend.key.margin = margin(1, 1, 1, 1, "cm"),
    legend.ticks = element_line(colour = "blue"),
    legend.text.position = "left"
  )
```

---

guide_colbar	<i>Custom colour bar guide</i>
--------------	--------------------------------

---

### Description

Similar to `guide_colourbar()`, this guide displays continuous colour or fill aesthetics. It has additional options to display caps at the end of the bar, depending on out-of-bounds values.

### Usage

```
guide_colbar(
  title = waiver(),
  key = "auto",
  first_guide = "axis_base",
  second_guide = first_guide,
  shape = "triangle",
  size = NULL,
  show = NA,
  nbin = 15,
  alpha = NA,
  reverse = FALSE,
  oob = scales::oob_keep,
  theme = NULL,
  vanilla = TRUE,
  position = waiver(),
  available_aes = c("colour", "fill")
)
```

### Arguments

title	A <character[1]> or <expression[1]> indicating the title of the guide. If NULL, the title is not shown. The default, <code>waiver()</code> , takes the name of the scale object or the name specified in <code>labs()</code> as the title.
key	A <a href="#">sequence key</a> specification. Defaults to <code>key_sequence(n = 15)</code> . Changing the argument to <code>key_sequence()</code> is fine, but changing the key type is not advised.
first_guide, second_guide	<p>Guides to flank the colour bar. Each guide can be specified using one of the following:</p> <ul style="list-style-type: none"> <li>• A &lt;Guide&gt; class object.</li> <li>• A &lt;function&gt; that returns a &lt;Guide&gt; class object.</li> <li>• A &lt;character&gt; naming such a function, without the <code>guide_</code> or <code>primitive_</code> prefix.</li> </ul> <p>The <code>first_guide</code> will be placed at the location specified by the <code>legend.text.position</code> theme setting. The <code>second_guide</code> will be placed opposite that position. When <code>second_guide</code> has a label suppression mechanism, no labels will be drawn for that guide.</p>

shape	A <b>cap</b> specification by providing one of the following: <ul style="list-style-type: none"> <li>• A <code>&lt;function&gt;</code>, such as <code>cap_triangle()</code>.</li> <li>• A <code>&lt;character[1]&gt;</code> naming a cap function without the <code>'cap_'</code>-prefix, e.g. <code>"round"</code>.</li> <li>• A two column <code>&lt;matrix[n, 2]&gt;</code> giving coordinates for a cap, like those created by cap functions such as <code>cap_arch()</code>.</li> </ul>
size	A <code>&lt;unit&gt;</code> setting the size of the cap. When NULL (default), cap size will be proportional to the shape coordinates and the <code>legend.key.size</code> theme setting.
show	A <code>&lt;logical&gt;</code> to control how caps are displayed at the ends of the bar. When TRUE, caps are always displayed. When FALSE, caps are never displayed. When NA (default), caps are displayed when the data range exceed the limits. When given as <code>&lt;logical[2]&gt;</code> , <code>show[1]</code> controls the display at the lower end and <code>show[2]</code> at the upper end.
nbin	A positive <code>&lt;integer[1]&gt;</code> determining how many colours to use for the colour gradient.
alpha	A <code>&lt;numeric[1]&gt;</code> between 0 and 1 setting the colour transparency of the bar. Use NA to preserve the alpha encoded in the colour itself.
reverse	A <code>&lt;logical[1]&gt;</code> whether to reverse continuous guides. If TRUE, guides like colour bars are flipped. If FALSE (default), the original order is maintained.
oob	An out-of-bounds handling function that affects the cap colour. Can be one of the following: <ul style="list-style-type: none"> <li>• A <code>&lt;function&gt;</code> like <code>oob_squish</code>.</li> <li>• A <code>&lt;character[1]&gt;</code> naming such a function without the <code>'oob'</code>-prefix, such as <code>"keep"</code>.</li> </ul>
theme	A <code>&lt;theme&gt;</code> object to style the guide individually or differently from the plot's theme settings. The theme argument in the guide overrides and is combined with the plot's theme.
vanilla	A <code>&lt;logical[1]&gt;</code> whether to have the default style match the vanilla <code>guide_colourbar()</code> (TRUE) or take the theme verbatim (FALSE).
position	A <code>&lt;character[1]&gt;</code> giving the location of the guide. Can be one of <code>"top"</code> , <code>"bottom"</code> , <code>"left"</code> or <code>"right"</code> .
available_aes	A <code>&lt;character&gt;</code> vector listing the aesthetics for which this guide can be build.

### Details

As colours are always rendered as gradients, it is important to use a graphics device that can render these. This can be checked by using `check_device("gradients")`.

### Value

A `<Guide>` object

### See Also

Other standalone guides: `guide_axis_base()`, `guide_axis_dendro()`, `guide_axis_nested()`, `guide_circles()`, `guide_colring()`, `guide_colsteps()`, `guide_legend_base()`, `guide_legend_cross()`, `guide_legend_group()`

**Examples**

```

# A standard plot
p <- ggplot(mpg, aes(displ, hwy)) +
  geom_point(aes(colour = cty))

# The colourbar shows caps when values are out-of-bounds (oob)
p + scale_colour_viridis_c(
  limits = c(10, NA),
  guide = "colbar"
)

# It also shows how oob values are handled
p + scale_colour_viridis_c(
  limits = c(10, NA), oob = scales::oob_squish,
  guide = "colbar"
)

# Adjusting the type of cap
p + scale_colour_viridis_c(
  limits = c(10, 30), oob = scales::oob_squish,
  guide = guide_colbar(shape = "round")
)

# One-sided ticks
p + scale_colour_viridis_c(
  guide = guide_colbar(second_guide = "none")
)

# Colour bar with minor breaks
p + scale_colour_viridis_c(
  minor_breaks = scales::breaks_width(1),
  guide = guide_colbar(key = "minor")
)

# Using log ticks on a colourbar
ggplot(msleep, aes(sleep_total, sleep_rem)) +
  geom_point(aes(colour = bodywt), na.rm = TRUE) +
  scale_colour_viridis_c(
    transform = "log10",
    guide = guide_colbar(key = "log")
  )

```

**Description**

Similar to [guide\\_colourbar\(\)](#), this guide displays continuous colour or fill aesthetics. Instead of a bar, the gradient is shown in a ring or arc, which can be convenient for cyclical palettes such as some provided in the **scico** package.

**Usage**

```
guide_colring(
  title = waiver(),
  key = "auto",
  start = 0,
  end = NULL,
  outer_guide = "axis_base",
  inner_guide = "axis_base",
  nbin = 300,
  reverse = FALSE,
  show_labels = "outer",
  theme = NULL,
  vanilla = TRUE,
  position = waiver(),
  available_aes = c("colour", "fill"),
  ...
)
```

**Arguments**

title	A <character[1]> or <expression[1]> indicating the title of the guide. If NULL, the title is not shown. The default, <code>waiver()</code> , takes the name of the scale object or the name specified in <code>labs()</code> as the title.
key	A <a href="#">standard key</a> specification. Defaults to <code>key_auto()</code> .
start, end	A <numeric[1]> in radians specifying the offset of the starting and end points from 12 o'clock. The NULL default for end, internally defaults to $start + 2 * \pi$ .
outer_guide, inner_guide	Guides to display on the outside and inside of the colour ring. Each guide can be specified using one of the following: <ul style="list-style-type: none"> <li>• A &lt;Guide&gt; class object.</li> <li>• A &lt;function&gt; that returns a &lt;Guide&gt; class object.</li> <li>• A &lt;character&gt; naming such function, without the <code>guide_</code> or <code>primitive_</code> prefix.</li> </ul>
nbin	A positive <integer[1]> determining how many colours to display.
reverse	A <logical[1]> whether to reverse continuous guides. If TRUE, guides like colour bars are flipped. If FALSE (default), the original order is maintained.
show_labels	A <character[1]> indicating for which guide labels should be shown. Can be one of "outer" (default), "inner", "both" or "none". Note that labels can only be omitted if the related guide has a label suppression mechanism.
theme	A <theme> object to style the guide individually or differently from the plot's theme settings. The theme argument in the guide overrides and is combined with the plot's theme.
vanilla	A <logical[1]> whether to have the default style match the vanilla <code>guide_colourbar()</code> (TRUE) or take the theme verbatim (FALSE).

position A <character[1]> giving the location of the guide. Can be one of "top", "bottom", "left" or "right".

available\_aes A <character> vector listing the aesthetics for which this guide can be build.

... Arguments forwarded to the outer\_guide and inner\_guide if provided as functions or strings.

### Value

A <Guide> object.

### See Also

Other standalone guides: [guide\\_axis\\_base\(\)](#), [guide\\_axis\\_dendro\(\)](#), [guide\\_axis\\_nested\(\)](#), [guide\\_circles\(\)](#), [guide\\_colbar\(\)](#), [guide\\_colsteps\(\)](#), [guide\\_legend\\_base\(\)](#), [guide\\_legend\\_cross\(\)](#), [guide\\_legend\\_group\(\)](#)

### Examples

```
# Rings works best with a cyclical palette
my_pal <- c("black", "tomato", "white", "dodgerblue", "black")

p <- ggplot(mpg, aes(displ, hwy, colour = cty)) +
  geom_point() +
  scale_colour_gradientn(colours = my_pal)

# Standard colour ring
p + guides(colour = "colring")

# As an arc
p + guides(colour = guide_colring(
  start = 1.25 * pi, end = 2.75 * pi
))

# Removing the inner tick marks
p + guides(colour = guide_colring(inner_guide = "none"))

# Include labels on the inner axis
p + guides(colour = guide_colring(show_labels = "both"))

# Passing an argument to inner/outer guides
p + guides(colour = guide_colring(angle = 0))
```

---

guide\_colsteps

*Custom colour steps guide*

---

### Description

Similar to [guide\\_coloursteps\(\)](#), this guide displays continuous colour or fill aesthetics. It has additional options to display caps at the end of the bar, depending on out-of-bounds values.

**Usage**

```
guide_colsteps(
  title = waiver(),
  key = "bins",
  first_guide = "axis_base",
  second_guide = "axis_base",
  shape = "triangle",
  size = NULL,
  show = NA,
  alpha = NA,
  reverse = FALSE,
  oob = scales::oob_keep,
  theme = NULL,
  position = waiver(),
  vanilla = TRUE,
  available_aes = c("colour", "fill")
)
```

**Arguments**

- |                           |   |
|---------------------------|---|
| title                     | A <character[1]> or <expression[1]> indicating the title of the guide. If NULL, the title is not shown. The default, <code>waiver()</code> , takes the name of the scale object or the name specified in <code>labs()</code> as the title.  |
| key                       | A <a href="#">bins key</a> specification. Defaults to <code>key_bins(even.steps = FALSE, show.limits = NULL)</code> . Changing the arguments to <code>key_bins()</code> is fine, but changing the key type is not advised.  |
| first_guide, second_guide | <p>Guides to flank the colour steps. Each guide can be specified using one of the following:</p> <ul style="list-style-type: none"> <li>• A &lt;Guide&gt; class object.</li> <li>• A &lt;function&gt; that returns a &lt;Guide&gt; class object.</li> <li>• A &lt;character&gt; naming such a function, without the <code>guide_</code> or <code>primitive_</code> prefix.</li> </ul> <p>The <code>first_guide</code> will be placed at the location specified by the <code>legend.text.position</code> theme setting. The <code>second_guide</code> will be placed opposite that position. When <code>second_guide</code> has a label suppression mechanism, no labels will be drawn for that guide.</p> |
| shape                     | <p>A <a href="#">cap</a> specification by providing one of the following:</p> <ul style="list-style-type: none"> <li>• A cap &lt;function&gt;, such as <code>cap_triangle()</code>.</li> <li>• A &lt;character[1]&gt; naming a cap function without the <code>'cap_'</code>-prefix, e.g. <code>"round"</code>.</li> <li>• A two column &lt;matrix[n, 2]&gt; giving coordinates for a cap, like those created by cap functions such as <code>cap_arch()</code>.</li> </ul>   |
| size                      | A <unit> setting the size of the cap. When NULL (default), cap size will be proportional to the shape coordinates and the <code>legend.key.size</code> theme setting.   |

show	A <logical> to control how caps are displayed at the ends of the bar. When TRUE, caps are always displayed. When FALSE, caps are never displayed. When NA (default), caps are displayed when the data range exceed the limits. When given as <logical[2]>, show[1] controls the display at the lower end and show[2] at the upper end.
alpha	A <numeric[1]> between 0 and 1 setting the colour transparency of the bar. Use NA to preserve the alpha encoded in the colour itself.
reverse	A <logical[1]> whether to reverse continuous guides. If TRUE, guides like colour bars are flipped. If FALSE (default), the original order is maintained.
oob	An out-of-bounds handling function that affects the cap colour. Can be one of the following: <ul style="list-style-type: none"> <li>• A &lt;function&gt; like <code>oob_squish</code>.</li> <li>• A &lt;character[1]&gt; naming such a function without the 'oob'-prefix, such as "keep".</li> </ul>
theme	A <theme> object to style the guide individually or differently from the plot's theme settings. The theme argument in the guide overrides and is combined with the plot's theme.
position	A <character[1]> giving the location of the guide. Can be one of "top", "bottom", "left" or "right".
vanilla	A <logical[1]> whether to have the default style match the vanilla <code>guide_colourbar()</code> (TRUE) or take the theme verbatim (FALSE).
available_aes	A <character> vector listing the aesthetics for which this guide can be build.

### Details

As steps are rendered as clipped rectangles, it is important to use a graphics device that can render clipped paths. This can be checked by using `check_device("clippingPaths")`.

### Value

A <Guide> object

### See Also

Other standalone guides: `guide_axis_base()`, `guide_axis_dendro()`, `guide_axis_nested()`, `guide_circles()`, `guide_colbar()`, `guide_colring()`, `guide_legend_base()`, `guide_legend_cross()`, `guide_legend_group()`

### Examples

```
p <- ggplot(mpg, aes(displ, hwy)) +
  geom_point(aes(colour = cty))

# The colour steps show caps when values are out-of-bounds
p + scale_colour_viridis_b(
  limits = c(10, NA),
  guide = "colsteps")
```

```

)

# It also shows how oob values are handled
p + scale_colour_viridis_b(
  limits = c(10, 30), oob = scales::oob_censor,
  guide = "colsteps"
)

# Adjusting the type of cap
p + scale_colour_viridis_b(
  limits = c(10, 30),
  guide = guide_colsteps(shape = "round")
)

# The default is to use the breaks as-is
p + scale_colour_viridis_b(
  limits = c(10, 30), breaks = c(10, 20, 25),
  guide = "colsteps"
)

# But the display can be set to use evenly spaced steps
p + scale_colour_viridis_b(
  limits = c(10, 30), breaks = c(10, 20, 25),
  guide = guide_colsteps(key = key_bins(even.steps = TRUE))
)

# Using tick marks by swapping side guides
p + scale_colour_viridis_b(
  guide = guide_colsteps(
    first_guide = "axis_base",
    second_guide = "axis_base"
  )
)

```

---

guide\_legend\_base      *Custom legend guide*

---

## Description

This legend closely mirrors `ggplot2::guide_legend()`, but has two adjustments. First, `guide_legend_base()` supports a `design` argument for a more flexible layout. Secondly, the `legend.spacing.y` theme element is observed verbatim instead of overruled.

## Usage

```

guide_legend_base(
  key = NULL,
  title = waiver(),
  theme = NULL,
  design = NULL,

```

```

  nrow = NULL,
  ncol = NULL,
  reverse = FALSE,
  override.aes = list(),
  position = NULL,
  direction = NULL,
  order = 0
)

```

## Arguments

key	A <a href="#">standard key</a> specification. Defaults to <a href="#">key_auto()</a> . See more information in the linked topic.
title	A <code>&lt;character[1]&gt;</code> or <code>&lt;expression[1]&gt;</code> indicating the title of the guide. If <code>NULL</code> , the title is not shown. The default, <a href="#">waiver()</a> , takes the name of the scale object or the name specified in <a href="#">labs()</a> as the title.
theme	A <code>&lt;theme&gt;</code> object to style the guide individually or differently from the plot's theme settings. The theme argument in the guide overrides and is combined with the plot's theme.
design	Specification of the legend layout. One of the following: <ul style="list-style-type: none"> <li>• <code>NULL</code> (default) to use the layout algorithm of <a href="#">guide_legend()</a>.</li> <li>• A <code>&lt;character[1]&gt;</code> string representing a cell layout wherein <code>#</code> defines an empty cell. See examples.</li> <li>• A <code>&lt;matrix[n, m]&gt;</code> representing a cell layout wherein <code>NA</code> defines an empty cell. See examples. Non-string atomic vectors will be treated with <code>as.matrix()</code>.</li> </ul>
nrow, ncol	A positive <code>&lt;integer[1]&gt;</code> setting the desired dimensions of the legend layout. When <code>NULL</code> (default), the dimensions will be derived from the <code>design</code> argument or fit to match the number of keys.
reverse	A <code>&lt;logical[1]&gt;</code> whether the order of keys should be inverted.
override.aes	A named <code>&lt;list&gt;</code> specifying aesthetic parameters of the key glyphs. See details and examples in <a href="#">guide_legend()</a> .
position	A <code>&lt;character[1]&gt;</code> giving the location of the guide. Can be one of "top", "bottom", "left" or "right".
direction	A <code>&lt;character[1]&gt;</code> indicating the direction of the guide. Can be on of "horizontal" or "vertical".
order	A positive <code>&lt;integer[1]&gt;</code> that specifies the order of this guide among multiple guides. This controls in which order guides are merged if there are multiple guides for the same position. If <code>0</code> (default), the order is determined by a hashing indicative settings of a guide.

## Value

A `<GuideLegend>` object.

**See Also**

Other standalone guides: [guide\\_axis\\_base\(\)](#), [guide\\_axis\\_dendro\(\)](#), [guide\\_axis\\_nested\(\)](#), [guide\\_circles\(\)](#), [guide\\_colbar\(\)](#), [guide\\_colring\(\)](#), [guide\\_colsteps\(\)](#), [guide\\_legend\\_cross\(\)](#), [guide\\_legend\\_group\(\)](#)

Other legend guides: [guide\\_legend\\_cross\(\)](#), [guide\\_legend\\_group\(\)](#)

**Examples**

```
# A dummy plot
p <- ggplot(data.frame(x = 1:3, type = c("tic", "tac", "toe"))) +
  aes(x, x, shape = type) +
  geom_point(na.rm = TRUE) +
  scale_shape_manual(values = c(1, 4, NA))

# A design string, each character giving a cell value.
# Newlines separate rows, white space is ignored.
design <- "
  123
  213
  321
"

# Alternatively, the same can be specified using a matrix directly
# design <- matrix(c(1, 2, 3, 2, 1, 3, 3, 2, 1), 3, 3, byrow = TRUE)

p + guides(shape = guide_legend_base(design = design))

# Empty cells can be created using `#`
design <- "
  #2#
  1#3
"

# Alternatively:
# design <- matrix(c(NA, 1, 2, NA, NA, 3), nrow = 2)

p + guides(shape = guide_legend_base(design = design))
```

---

guide\_legend\_cross      *Cross legend guide*

---

**Description**

This is a legend type similar to [guide\\_legend\(\)](#) that displays crosses, or: interactions, between two variables.

**Usage**

```
guide_legend_cross(
  key = NULL,
  title = waiver(),
  swap = FALSE,
  col_text = element_text(angle = 90, vjust = 0.5),
  override.aes = list(),
  reverse = FALSE,
  theme = NULL,
  position = NULL,
  direction = NULL,
  order = 0
)
```

**Arguments**

key	One of the following key specifications: <ul style="list-style-type: none"> <li>• A <a href="#">group split</a> specification when using the legend to display a compound variable like <code>paste(var1, var2)</code>.</li> <li>• A <a href="#">standard key</a> specification, like <code>key_auto()</code>, when crossing two separate variables across two scales.</li> </ul>
title	A <code>&lt;character[1]&gt;</code> or <code>&lt;expression[1]&gt;</code> indicating the title of the guide. If <code>NULL</code> , the title is not shown. The default, <code>waiver()</code> , takes the name of the scale object or the name specified in <code>labs()</code> as the title.
swap	A <code>&lt;logical[1]&gt;</code> which when <code>TRUE</code> exchanges the column and row variables in the displayed legend.
col_text	An <code>&lt;element_text&gt;</code> object giving adjustments to text for the column labels. Can be <code>NULL</code> to display column labels in equal fashion to the row labels.
override.aes	A named <code>&lt;list&gt;</code> specifying aesthetic parameters of the key glyphs. See details and examples in <code>guide_legend()</code> .
reverse	A <code>&lt;logical[2]&gt;</code> whether the order of the keys should be inverted, where the first value controls the row order and second value the column order. Input as <code>&lt;logical[1]&gt;</code> will be recycled.
theme	A <code>&lt;theme&gt;</code> object to style the guide individually or differently from the plot's theme settings. The theme argument in the guide overrides and is combined with the plot's theme.
position	A <code>&lt;character[1]&gt;</code> giving the location of the guide. Can be one of "top", "bottom", "left" or "right".
direction	A <code>&lt;character[1]&gt;</code> indicating the direction of the guide. Can be one of "horizontal" or "vertical".
order	A positive <code>&lt;integer[1]&gt;</code> that specifies the order of this guide among multiple guides. This controls in which order guides are merged if there are multiple guides for the same position. If <code>0</code> (default), the order is determined by a hashing indicative settings of a guide.

**Value**

A <GuideLegend> object.

**See Also**

Other standalone guides: [guide\\_axis\\_base\(\)](#), [guide\\_axis\\_dendro\(\)](#), [guide\\_axis\\_nested\(\)](#), [guide\\_circles\(\)](#), [guide\\_colbar\(\)](#), [guide\\_colring\(\)](#), [guide\\_colsteps\(\)](#), [guide\\_legend\\_base\(\)](#), [guide\\_legend\\_group\(\)](#)

Other legend guides: [guide\\_legend\\_base\(\)](#), [guide\\_legend\\_group\(\)](#)

**Examples**

```
# Standard use for single aesthetic. The default is to split labels to
# disentangle aesthetics that are already crossed (by e.g. `paste()`)
ggplot(mpg, aes(displ, hwy)) +
  geom_point(aes(colour = paste(year, drv))) +
  guides(colour = "legend_cross")

# If legends should be merged between identical aesthetics, both need the
# same legend type.
ggplot(mpg, aes(displ, hwy)) +
  geom_point(aes(colour = paste(year, drv), shape = paste(year, drv))) +
  guides(colour = "legend_cross", shape = "legend_cross")

# Crossing two aesthetics requires a shared title and `key = "auto"`. The
# easy way to achieve this is to predefine a shared guide.
my_guide <- guide_legend_cross(key = "auto", title = "My title")

ggplot(mpg, aes(displ, hwy)) +
  geom_point(aes(colour = drv, shape = factor(year))) +
  guides(colour = my_guide, shape = my_guide)

# You can cross more than 2 aesthetics but not more than 2 unique aesthetics.
ggplot(mpg, aes(displ, hwy)) +
  geom_point(aes(colour = drv, shape = factor(year), size = factor(drv))) +
  scale_size_ordinal() +
  guides(colour = my_guide, shape = my_guide, size = my_guide)

# You can merge an aesthetic that is already crossed with an aesthetic that
# contributes to only one side of the cross.
ggplot(mpg, aes(displ, hwy)) +
  geom_point(aes(colour = paste(year, drv), shape = drv)) +
  guides(
    colour = guide_legend_cross(title = "My Title"),
    shape = guide_legend_cross(title = "My Title", key = "auto")
  )
```

---

guide_legend_group	<i>Grouped legend</i>
--------------------	-----------------------

---

## Description

This legend resembles `ggplot2::guide_legend()`, but has the ability to keep groups in blocks with their own titles.

## Usage

```
guide_legend_group(
  key = "group_split",
  title = waiver(),
  override.aes = list(),
  nrow = NULL,
  ncol = NULL,
  theme = NULL,
  position = NULL,
  direction = NULL,
  order = 0
)
```

## Arguments

key	A <a href="#">group key</a> specification. Defaults to <code>key_group_split()</code> to split labels to find groups.
title	A <code>&lt;character[1]&gt;</code> or <code>&lt;expression[1]&gt;</code> indicating the title of the guide. If <code>NULL</code> , the title is not shown. The default, <code>waiver()</code> , takes the name of the scale object or the name specified in <code>labs()</code> as the title.
override.aes	A named <code>&lt;list&gt;</code> specifying aesthetic parameters of the key glyphs. See details and examples in <a href="#">guide_legend()</a> .
nrow, ncol	A positive <code>&lt;integer[1]&gt;</code> setting the desired dimensions of the legend layout. Either <code>nrow</code> or <code>ncol</code> can be set, but not both.
theme	A <code>&lt;theme&gt;</code> object to style the guide individually or differently from the plot's theme settings. The theme argument in the guide overrides and is combined with the plot's theme.
position	A <code>&lt;character[1]&gt;</code> giving the location of the guide. Can be one of "top", "bottom", "left" or "right".
direction	A <code>&lt;character[1]&gt;</code> indicating the direction of the guide. Can be one of "horizontal" or "vertical".
order	A positive <code>&lt;integer[1]&gt;</code> that specifies the order of this guide among multiple guides. This controls in which order guides are merged if there are multiple guides for the same position. If <code>0</code> (default), the order is determined by a hashing indicative settings of a guide.

**Value**

A <GuideLegend> object.

**See Also**

Other standalone guides: [guide\\_axis\\_base\(\)](#), [guide\\_axis\\_dendro\(\)](#), [guide\\_axis\\_nested\(\)](#), [guide\\_circles\(\)](#), [guide\\_colbar\(\)](#), [guide\\_colring\(\)](#), [guide\\_colsteps\(\)](#), [guide\\_legend\\_base\(\)](#), [guide\\_legend\\_cross\(\)](#)

Other legend guides: [guide\\_legend\\_base\(\)](#), [guide\\_legend\\_cross\(\)](#)

**Examples**

```
# Standard plot for selection of `msleep`
df <- msleep[c(9, 28, 11, 5, 34, 54, 64, 24, 53), ]

p <- ggplot(df) +
  aes(bodywt, awake, colour = paste(order, name)) +
  geom_point()

# By default, groups are inferred from the name
p + guides(colour = "legend_group")

# You can also use a look-up table for groups
# The lookup table can be more expansive than just the data:
# We're using the full 'msleep' data here instead of the subset
lut <- key_group_lut(msleep$name, msleep$order)

p + aes(colour = name) +
  guides(colour = guide_legend_group(key = lut))

# `nrow` and `ncol` apply within groups
p + guides(colour = guide_legend_group(nrow = 1))

# Groups are arranged according to `direction`
p + guides(colour = guide_legend_group(ncol = 1, direction = "horizontal")) +
  theme(legend.title.position = "top")

# Customising the group titles
p + guides(colour = "legend_group") +
  theme(
    legendry.legend.subtitle.position = "left",
    legendry.legend.subtitle = element_text(
      hjust = 1, vjust = 1, size = rel(0.9),
      margin = margin(t = 5.5, r = 5.5)
    )
  )

# Changing the spacing between groups
p + guides(colour = "legend_group") +
  theme(legendry.group.spacing = unit(0, "cm"))
```

---

key_group	<i>Group keys</i>
-----------	-------------------

---

### Description

These functions are helper functions for working with grouped data as keys in guides. They all share the goal of creating a guide key, but have different methods.

- `key_group_split()` is a function factory whose functions make an attempt to infer groups from the scale's labels.
- `key_group_lut()` is a function factory whose functions use a look up table to sort out group membership.

### Usage

```
key_group_split(sep = "[^[:alnum:]]+", reverse = FALSE)
```

```
key_group_lut(members, group, ungrouped = "Other")
```

### Arguments

sep	A <character[1]> giving a <a href="#">regular expression</a> to use for splitting labels provided by the scale using the <code>strsplit()</code> function. By defaults, labels are split on any non-alphanumeric character.
reverse	A <logical[1]> which if FALSE (default) treats the first part of the split string as groups and later parts as members. If TRUE, treats the last part as groups.
members	A vector including the scale's breaks values.
group	A vector parallel to members giving the group of each member.
ungrouped	A <character[1]> giving a group label to assign to the scale's breaks that match no values in the members argument.

### Value

A function to use as the key argument in a guide.

### See Also

Other keys: [key\\_range](#), [key\\_segments](#), [key\\_specialty](#), [key\\_standard](#)

### Examples

```
# Example scale
values <- c("group A:value 1", "group A:value 2", "group B:value 1")
template <- scale_colour_discrete(limits = values)

# Treat the 'group X' part as groups
key <- key_group_split(sep = ":")
```

```

key(template)

# Treat the 'value X' part as groups
key <- key_group_split(sep = ":", reverse = TRUE)
key(template)

# Example scale
template <- scale_colour_discrete(limits = msleep$name[c(1, 7, 9, 23, 24)])

# A lookup table can have more entries than needed
key <- key_group_lut(msleep$name, msleep$order)
key(template)

# Or less entries than needed
key <- key_group_lut(
  msleep$name[23:24], msleep$order[23:24],
  ungrouped = "Other animals"
)
key(template)

```

---

key\_range

*Range keys*


---

## Description

These functions are helper functions for working with ranged data as keys in guides. They all share the goal creating of a guide key, but have different methods:

- `key_range_auto()` is a function factory whose functions make an attempt to infer ranges from the scale's labels.
- `key_range_manual()` uses user-provided vectors to set ranges.
- `key_range_map()` makes mappings from a `<data.frame>` to set ranges.

## Usage

```
key_range_auto(sep = "[^[:alnum:]]+", reverse = FALSE, ...)
```

```
key_range_manual(start, end, name = NULL, level = NULL, ...)
```

```
key_range_map(data, ..., .call = caller_env())
```

## Arguments

sep	A <code>&lt;character[1]&gt;</code> giving a <a href="#">regular expression</a> to use for splitting labels provided by the scale using <code>strsplit()</code> . Defaults to splitting on any non-alphanumeric character.
reverse	A <code>&lt;logical[1]&gt;</code> which if <code>FALSE</code> (default) treats the first labels as the inner labels and the last labels as the outer labels. If <code>TRUE</code> , the first labels are treated as the outer labels and the last labels are treated as the inner labels.

...	<a href="#">&lt;data-masking&gt;</a> A set of mappings similar to those provided to <code>aes()</code> , which will be evaluated in the <code>data</code> argument. For <code>key_range_map()</code> , these <i>must</i> contain <code>start</code> and <code>end</code> mappings. Can contain additional parameters for text styling, namely <code>colour</code> , <code>family</code> , <code>face</code> , <code>size</code> , <code>hjust</code> , <code>vjust</code> , <code>angle</code> and <code>lineheight</code> .
<code>start, end</code>	A vector that can be interpreted by the <code>scale</code> , giving the start and end positions of each range respectively.
<code>name</code>	A <code>&lt;character&gt;</code> or list of expressions
<code>level</code>	An <code>&lt;integer&gt;</code> giving the depth of each range to avoid overlaps between different ranges. When <code>level</code> is smaller than 1, no brackets are drawn.
<code>data</code>	A <code>&lt;data.frame&gt;</code> or similar object coerced by <code>fortify()</code> to a <code>&lt;data.frame&gt;</code> , in which the mapping argument is evaluated.
<code>.call</code>	A <code>call</code> to display in messages.

### Details

The `level` variable is optional and when missing, the guides use an algorithm similar to `IRanges::disjointBins()` to avoid overlaps.

The `key_range_auto()` does *not* work with expression labels.

### Value

For `key_range_auto()` a function. For `key_range_manual()` and `key_range_map()` a `<data.frame>` with the `<key_range>` class.

### See Also

Other keys: [key\\_group](#), [key\\_segments](#), [key\\_specialty](#), [key\\_standard](#)

### Examples

```
# Example scale
template <- scale_x_discrete(limits = c("A 1", "B 1", "C&1", "D&2", "E&2"))

# By default, splits on all non-alphanumeric characters
auto <- key_range_auto()
auto(template)

# Only split on a specific character
auto <- key_range_auto(sep = "&")
auto(template)

# Treating the letters as outer labels and numbers as inner labels
auto <- key_range_auto(reverse = TRUE)
auto(template)

# Providing custom values
key_range_manual(
  start = c(1, 5, 10),
  end   = c(4, 15, 11),
```

```

  level = c(0, 2, 1),
  name  = c("A", "B", "C")
)

# Values from a <data.frame>
key_range_map(presidential, start = start, end = end, name = name)

```

---

key\_segments

*Segment keys*


---

## Description

These functions are helper functions for working with segment data as keys in guides. They all share the goal of creating a guide key, but have different methods:

- `key_segment_manual()` directly uses user-provided vectors to set segments.
- `key_segment_map()` makes mappings from a `<data.frame>` to set segments.
- `key_dendro()` is a specialty case for coercing dendrogram data to segments. Be aware that setting the key alone cannot affect the scale limits, and will give misleading results when used incorrectly!

## Usage

```
key_segment_manual(value, oppo, value_end = value, oppo_end = oppo, ...)
```

```
key_segment_map(data, ..., .call = caller_env())
```

```
key_dendro(dendro = NULL, type = "rectangle")
```

## Arguments

value, value_end	A vector that is interpreted to be along the scale that the guide codifies.
oppo, oppo_end	A vector that is interpreted to be orthogonal to the value and value_end variables.
...	<a href="#">&lt;data-masking&gt;</a> A set of mappings similar to those provided to <code>aes()</code> , which will be evaluated in the data argument. For <code>key_segments_map()</code> , these <i>must</i> contain value and oppo mappings.
data	A <code>&lt;data.frame&gt;</code> or similar object coerced by <code>fortify()</code> to a <code>&lt;data.frame&gt;</code> , in which the mapping argument is evaluated.
.call	A <a href="#">call</a> to display in messages.
dendro	A data structure that can be coerced to a dendrogram through the <code>as.dendrogram()</code> function. When NULL (default) an attempt is made to search for such data in the scale.
type	A string, either "rectangle" or "triangle", indicating the shape of edges between nodes of the dendrogram.

**Value**

For `key_segments_manual()` and `key_segments_map()`, a `<data.frame>` with the `<key_range>` class.

**See Also**

Other keys: [key\\_group](#), [key\\_range](#), [key\\_specialty](#), [key\\_standard](#)

**Examples**

```
# Giving vectors directly
key_segment_manual(
  value = 0:1, value_end = 2:3,
  oppo = 1:0, oppo_end = 3:2
)

# Taking columns of a data frame
data <- data.frame(x = 0:1, y = 1:0, xend = 2:3, yend = 3:2)
key_segment_map(data, value = x, oppo = y, value_end = xend, oppo_end = yend)

# Using dendrogram data
clust <- hclust(dist(USArrests), "ave")
key_dendro(clust)(scale_x_discrete())
```

---

key\_specialty

*Speciality keys*

---

**Description**

These functions are helper functions for working with keys in guides. The functions described here are not widely applicable and may only apply to a small subset of guides. As such, it is fine to adjust the arguments of a speciality key, but swapping types is ill-advised.

- `key_sequence()` is a function factory whose functions create a regularly spaced sequence between the limits of a scale. It is used in colour bar guides.
- `key_bins()` is a function factory whose function create a binned key given the breaks in the scale. It is used in colour steps guides.

**Usage**

```
key_sequence(n = 15)
```

```
key_bins(even.steps = FALSE, show.limits = NULL)
```

**Arguments**

n	A positive <code>&lt;integer[1]&gt;</code> giving the number of colours to use for a gradient.
even.steps	A <code>&lt;logical[1]&gt;</code> indicating whether the size of bins should be displayed as equal (TRUE) or proportional to their length in data space (FALSE).
show.limits	A <code>&lt;logical[1]&gt;</code> stating whether the limits of the scale should be shown with labels and ticks (TRUE) or remain hidden (FALSE). Note that breaks coinciding with limits are shown regardless of this setting. The default, NULL, consults the scale's <code>show.limits</code> setting or defaults to FALSE.

**Value**

For `key_sequence()` a function.

**See Also**

Other keys: [key\\_group](#), [key\\_range](#), [key\\_segments](#), [key\\_standard](#)

**Examples**

```
# An example scale
template <- scale_fill_viridis_c(limits = c(0, 10), breaks = c(2, 4, 6, 8))

# Retrieving colourbar and colourstep keys
key_sequence()(template)
key_bins()(template)
```

---

key\_standard

*Standard keys*

---

**Description**

These functions are helper functions for working with tick marks as keys in guides. They all share the goal of creating a guide key, but have different outcomes:

- `key_auto()` is a function factory whose functions extract a typical key from major breaks in a scale.
- `key_manual()` uses user-provided vectors to make a key.
- `key_map()` makes mappings from a `<data.frame>` to make a key.
- `key_minor()` is a function factory whose functions also extract minor break positions for minor tick marks.
- `key_log()` is a function factory whose functions place ticks at intervals in log10 space.
- `key_none()` makes an empty key with no entries.

**Usage**

```

key_auto(...)

key_manual(
  aesthetic,
  value = aesthetic,
  label = as.character(value),
  type = NULL,
  ...
)

key_map(data, ..., .call = caller_env())

key_minor(...)

key_log(
  prescale_base = NULL,
  negative_small = 0.1,
  expanded = TRUE,
  labeller = NULL,
  ...
)

key_none()

```

**Arguments**

...	<a href="#">&lt;data-masking&gt;</a> A set of mappings similar to those provided to <code>aes()</code> , which will be evaluated in the data argument. These must contain aesthetic mapping.
aesthetic, value	A vector of values for the guide to represent equivalent to the breaks argument in scales. The aesthetic will be mapped, whereas value will not. For most intents and purposes, aesthetic and value should be identical.
label	A <code>&lt;character&gt;</code> or list of expressions to use as labels.
type	A <code>&lt;character&gt;</code> vector representing the one of the break types: "major", "minor" or "mini". If NULL (default), all breaks are treated as major breaks.
data	A <code>&lt;data.frame&gt;</code> or similar object coerced by <code>fortify()</code> to a <code>&lt;data.frame&gt;</code> , in which the mapping argument is evaluated.
.call	A <a href="#">call</a> to display in messages.
prescale_base	A <code>&lt;numeric[1]&gt;</code> giving the base of logarithm to transform data manually. The default, NULL, will use the scale transformation to calculate positions. It is only advisable to set the <code>prescale_base</code> argument when the data have already been log-transformed. When using a log-transform in the scale or in <code>coord_trans()</code> , the default NULL is recommended.
negative_small	A <code>&lt;numeric[1]&gt;</code> setting the smallest absolute value that is marked with a tick in case the scale limits include 0 or negative numbers.

expanded	A <code>&lt;logical[1]&gt;</code> determining whether the ticks should cover the entire range after scale expansion (TRUE, default), or be restricted to the scale limits (FALSE).
labeller	A <code>&lt;function&gt;</code> that receives major breaks and returns formatted labels. For <code>key_log()</code> , NULL will default to <code>scales::label_log()</code> for strictly positive numbers and a custom labeller when negative numbers are included.

**Value**

For `key_auto()`, `key_minor()` and `key_log()` a function. For `key_manual()` and `key_map()` a `<data.frame>` with the `<key_standard>` class.

**See Also**

Other keys: [key\\_group](#), [key\\_range](#), [key\\_segments](#), [key\\_specialty](#)

**Examples**

```
# An example scale
template <- scale_x_continuous(limits = c(0, 10))

# The auto, minor and log keys operate on scales
key_auto()(template)
key_minor()(template)

# So does the log key
template <- scale_x_continuous(transform = "log10", limits = c(0.1, 10))
key_log()(template)

# Providing custom values
key_manual(
  aesthetic = 1:5,
  label = c("one", "two", "three", "four", "five")
)

# Values from a `<data.frame>`
key_map(ToothGrowth, aesthetic = unique(supp))

# Empty key
key_none()
```

**Description**

This function constructs a boxes [guide primitive](#).

**Usage**

```
primitive_box(
  key = "range_auto",
  angle = waiver(),
  oob = "squish",
  drop_zero = TRUE,
  pad_discrete = 0.4,
  min_size = NULL,
  levels_box = NULL,
  levels_text = NULL,
  theme = NULL,
  position = waiver()
)
```

**Arguments**

key	A <a href="#">range key</a> specification. See more information in the linked topic.
angle	A specification for the text angle. Compared to setting the angle argument in <a href="#">element_text()</a> , this argument uses some heuristics to automatically pick the hjust and vjust that you probably want. Can be one of the following: <ul style="list-style-type: none"> <li>• NULL to take angles and justification settings directly from the theme.</li> <li>• <a href="#">waiver()</a> to allow reasonable defaults in special cases.</li> <li>• A &lt;numeric[1]&gt; between -360 and 360 for the text angle in degrees.</li> </ul>
oob	A method for dealing with out-of-bounds (oob) ranges. Can be one of "squish", "censor" or "none".
drop_zero	A <logical[1]> whether to drop near-zero width ranges (TRUE, default) or preserve them (FALSE).
pad_discrete	A <numeric[1]> giving the amount ranges should be extended when given as a discrete variable. This is applied after the drop_zero setting.
min_size	A [ <a href="#">grid::unit[1]</a> ][ <a href="#">grid::unit</a> ] setting the minimal size of a box.
levels_box	A list of <element_rect> objects to customise how boxes appear at every level.
levels_text	A list of <element_text> objects to customise how text appears at every level.
theme	A <theme> object to style the guide individually or differently from the plot's theme settings. The theme argument in the guide overrides and is combined with the plot's theme.
position	A <character[1]> giving the location of the guide. Can be one of "top", "bottom", "left" or "right".

**Value**

A <PrimitiveBox> primitive guide that can be used inside other guides.

### Styling options

Below are the [theme](#) options that determine the styling of this guide, which may differ depending on whether the guide is used in an axis or in a legend context.

Common to both types is the following:

- `legendry.box` an [<element\\_rect>](#) for the boxes to draw.

#### As an axis guide:

- `axis.text.{x/y}.{position}` an [<element\\_text>](#) for the text inside the boxes.

#### As a legend guide:

- `legend.text` an [<element\\_text>](#) for the text inside the boxes.

### See Also

Other primitives: [primitive\\_bracket\(\)](#), [primitive\\_fence\(\)](#), [primitive\\_labels\(\)](#), [primitive\\_line\(\)](#), [primitive\\_segments\(\)](#), [primitive\\_spacer\(\)](#), [primitive\\_ticks\(\)](#), [primitive\\_title\(\)](#)

### Examples

```
# A standard plot
p <- ggplot(mpg, aes(interaction(drv, year), displ)) +
  geom_point()

key <- key_range_manual(c(2, 4), c(5, 6), c("A", "B"))

# Adding as secondary guides
p + guides(
  x.sec = primitive_box(),
  y.sec = primitive_box(key = key)
)
```

---

primitive\_bracket      *Guide primitive: brackets*

---

### Description

This function constructs a brackets [guide primitive](#).

### Usage

```
primitive_bracket(
  key = "range_auto",
  bracket = "line",
  angle = waiver(),
  oob = "squish",
  drop_zero = TRUE,
  pad_discrete = 0.4,
```

```

  levels_brackets = NULL,
  levels_text = NULL,
  theme = NULL,
  position = waiver()
)

```

## Arguments

key	A <a href="#">range key</a> specification. See more information in the linked topic.
bracket	A <a href="#">bracket</a> by providing one of the following: <ul style="list-style-type: none"> <li>• A bracket &lt;function&gt;, such as <code>bracket_square</code>.</li> <li>• A &lt;character[1]&gt; naming a bracket function without the 'bracket_'-prefix, e.g. "square".</li> <li>• A two-column &lt;matrix[n, 2]&gt; giving line coordinates for a bracket, like those created by bracket functions, such as <code>bracket_round()</code>.</li> </ul>
angle	A specification for the text angle. Compared to setting the angle argument in <a href="#">element_text()</a> , this argument uses some heuristics to automatically pick the <code>hjust</code> and <code>vjust</code> that you probably want. Can be one of the following: <ul style="list-style-type: none"> <li>• <code>NULL</code> to take angles and justification settings directly from the theme.</li> <li>• <a href="#">waiver()</a> to allow reasonable defaults in special cases.</li> <li>• A &lt;numeric[1]&gt; between -360 and 360 for the text angle in degrees.</li> </ul>
oob	A method for dealing with out-of-bounds (oob) ranges. Can be one of "squish", "censor" or "none".
drop_zero	A <logical[1]> whether to drop near-zero width ranges (TRUE, default) or preserve them (FALSE).
pad_discrete	A <numeric[1]> giving the amount ranges should be extended when given as a discrete variable. This is applied after the <code>drop_zero</code> setting.
levels_brackets	A list of <element_line> objects to customise how brackets appear at every level.
levels_text	A list of <element_text> objects to customise how text appears at every level.
theme	A <theme> object to style the guide individually or differently from the plot's theme settings. The theme argument in the guide overrides and is combined with the plot's theme.
position	A <character[1]> giving the location of the guide. Can be one of "top", "bottom", "left" or "right".

## Value

A <PrimitiveBracket> primitive guide that can be used inside other guides.

## Styling options

Below are the [theme](#) options that determine the styling of this guide, which may differ depending on whether the guide is used in an axis or a legend context.

Common to both types is the following:

- `legendry.bracket` an `<element_line>` for the line used to draw the brackets.
- `legendry.bracket.size` a `<unit>` setting the space afforded to a bracket.

#### As an axis guide:

- `axis.text.{x/y}.{position}` an `<element_text>` for the text displayed over the brackets.

#### As a legend guide:

- `legend.text` an `<element_text>` for the text displayed over the brackets.

### See Also

Other primitives: `primitive_box()`, `primitive_fence()`, `primitive_labels()`, `primitive_line()`, `primitive_segments()`, `primitive_spacer()`, `primitive_ticks()`, `primitive_title()`

### Examples

```
# A standard plot
p <- ggplot(mpg, aes(interaction(drv, year), displ)) +
  geom_point()

key <- key_range_manual(c(2, 4), c(5, 6), c("A", "B"))

# Adding as secondary guides
p + guides(
  x.sec = primitive_bracket(),
  y.sec = primitive_bracket(key = key)
)
```

---

primitive\_fence

*Guide primitive: fence*

---

### Description

This function constructs a fence [guide primitive](#). The customisation options are easier to understand if we view fence 'post' as the vertical pieces of a real world fence, and the 'rail' as the horizontal pieces.

### Usage

```
primitive_fence(
  key = "range_auto",
  rail = "none",
  angle = waiver(),
  oob = "squish",
  drop_zero = TRUE,
  pad_discrete = 0.5,
  levels_text = NULL,
  levels_post = NULL,
```

```

  levels_rail = NULL,
  theme = NULL,
  position = waiver()
)

```

### Arguments

key	A <a href="#">range key</a> specification. See more information in the linked topic.
rail	A <code>&lt;character[1]&gt;</code> giving an option for how to display fence railing. Can be either "none" (default) to display no railings, "inner" to draw one rail closer to the plot panel, "outer" to display one rail farther from the plot panel, or "both" to sandwich the labels between rails.
angle	A specification for the text angle. Compared to setting the angle argument in <a href="#">element_text()</a> , this argument uses some heuristics to automatically pick the <code>hjust</code> and <code>vjust</code> that you probably want. Can be one of the following: <ul style="list-style-type: none"> <li>• NULL to take angles and justification settings directly from the theme.</li> <li>• <a href="#">waiver()</a> to allow reasonable defaults in special cases.</li> <li>• A <code>&lt;numeric[1]&gt;</code> between -360 and 360 for the text angle in degrees.</li> </ul>
oob	A method for dealing with out-of-bounds (oob) ranges. Can be one of "squish", "censor" or "none".
drop_zero	A <code>&lt;logical[1]&gt;</code> whether to drop near-zero width ranges (TRUE, default) or preserve them (FALSE).
pad_discrete	A <code>&lt;numeric[1]&gt;</code> giving the amount ranges should be extended when given as a discrete variable. This is applied after the <code>drop_zero</code> setting.
levels_text	A list of <code>&lt;element_text&gt;</code> objects to customise how text appears at every level.
levels_post, levels_rail	A list of <code>&lt;element_line&gt;</code> objects to customise how fence posts and rails are displayed at every level.
theme	A <code>&lt;theme&gt;</code> object to style the guide individually or differently from the plot's theme settings. The theme argument in the guide overrides and is combined with the plot's theme.
position	A <code>&lt;character[1]&gt;</code> giving the location of the guide. Can be one of "top", "bottom", "left" or "right".

### Value

A `<PrimitiveFence>` primitive guide that can be used inside other guides.

### Styling options

Below are the [theme](#) options that determine the styling of this guide, which may differ depending on whether the guide is used in an axis or legend context.

Common to both types is the following:

- `legendry.fence.post` an `<element_line>` for the line used to draw the pieces orthogonal to the direction of the scale.

- legendry.fence.rail an `<element_line>` for the line used to draw the pieces parallel to the direction of the scale.

#### As an axis guide:

- axis.text.{x/y}.{position} an `<element_text>` for the text displayed.

#### As a legend guide:

- legend.text an `<element_text>` for the text displayed.

#### See Also

Other primitives: [primitive\\_box\(\)](#), [primitive\\_bracket\(\)](#), [primitive\\_labels\(\)](#), [primitive\\_line\(\)](#), [primitive\\_segments\(\)](#), [primitive\\_spacer\(\)](#), [primitive\\_ticks\(\)](#), [primitive\\_title\(\)](#)

#### Examples

```
# A standard plot
p <- ggplot(mpg, aes(interaction(drv, year), displ)) +
  geom_point()

key <- key_range_manual(c(2, 4), c(5, 6), c("A", "B"))

# Adding as secondary guides
p + guides(
  x.sec = primitive_fence(rail = "inner"),
  y.sec = primitive_fence(key = key, rail = "outer")
)
```

---

primitive\_labels

*Guide primitive: labels*

---

#### Description

This function constructs a labels [guide primitive](#).

#### Usage

```
primitive_labels(
  key = NULL,
  angle = waiver(),
  n.dodge = 1,
  check.overlap = FALSE,
  theme = NULL,
  position = waiver()
)
```

**Arguments**

key	A <a href="#">standard key</a> specification. See more information in the linked topic.
angle	A specification for the text angle. Compared to setting the angle argument in <a href="#">element_text()</a> , this argument uses some heuristics to automatically pick the <code>hjust</code> and <code>vjust</code> that you probably want. Can be one of the following: <ul style="list-style-type: none"> <li>• <code>NULL</code> to take angles and justification settings directly from the theme.</li> <li>• <a href="#">waiver()</a> to allow reasonable defaults in special cases.</li> <li>• A <code>&lt;numeric[1]&gt;</code> between -360 and 360 for the text angle in degrees.</li> </ul>
n.dodge	An positive <code>&lt;integer[1]&gt;</code> setting the number of layers text labels can occupy to avoid overlapping labels.
check.overlap	A <code>&lt;logical[1]&gt;</code> indicating whether to check for and omit overlapping text. If <code>TRUE</code> , first, last and middle labels are recursively prioritised in that order. If <code>FALSE</code> , all labels are drawn.
theme	A <code>&lt;theme&gt;</code> object to style the guide individually or differently from the plot's theme settings. The theme argument in the guide overrides and is combined with the plot's theme.
position	A <code>&lt;character[1]&gt;</code> giving the location of the guide. Can be one of "top", "bottom", "left" or "right".

**Value**

A `<PrimitiveLabels>` primitive guide that can be used inside other guides.

**Styling options**

Below are the [theme](#) options that determine the styling of this guide, which may differ depending on whether the guide is used in an axis or in a legend context.

**As an axis guide:**

- `axis.text.{x/y}.{position}` an [element\\_text](#) for the display of the labels.

**As a legend guide.:**

- `legend.text` an [element\\_text](#) for the display of the labels.

**See Also**

Other primitives: [primitive\\_box\(\)](#), [primitive\\_bracket\(\)](#), [primitive\\_fence\(\)](#), [primitive\\_line\(\)](#), [primitive\\_segments\(\)](#), [primitive\\_spacer\(\)](#), [primitive\\_ticks\(\)](#), [primitive\\_title\(\)](#)

**Examples**

```
# A standard plot
p <- ggplot(mpg, aes(displ, hwy)) +
  geom_point()

# Adding as secondary guides
p + guides(
```

```
x.sec = primitive_labels(),
y.sec = primitive_labels(n.dodge = 2)
)
```

---

primitive\_line

*Guide primitive: line*


---

## Description

This function constructs a line [guide primitive](#).

## Usage

```
primitive_line(key = NULL, cap = "none", theme = NULL, position = waiver())
```

## Arguments

key	A <a href="#">standard key</a> specification. See more information in the linked topic.
cap	A method to cap the axes. One of the following: <ul style="list-style-type: none"> <li>• A <code>&lt;character[1]&gt;</code> with one of the following: <ul style="list-style-type: none"> <li>– "none" to perform no capping.</li> <li>– "both" to cap the line at both ends at the most extreme breaks.</li> <li>– "upper" to cap the line at the upper extreme break.</li> <li>– "lower" to cap the line at the lower extreme break.</li> </ul> </li> <li>• A <code>&lt;logical&gt;[1]</code>, where TRUE is equivalent to "both" and FALSE is equivalent to "none" in the options above.</li> <li>• A sorted <code>&lt;numeric&gt;[2n]</code> with an even number of members. The lines will be drawn between every odd-even pair.</li> <li>• A <code>&lt;function&gt;</code> that takes the scale's breaks as the first argument, the scale's limits as the second argument and returns a <code>&lt;numeric&gt;[2n]</code> as described above.</li> </ul>
theme	A <code>&lt;theme&gt;</code> object to style the guide individually or differently from the plot's theme settings. The theme argument in the guide overrides and is combined with the plot's theme.
position	A <code>&lt;character[1]&gt;</code> giving the location of the guide. Can be one of "top", "bottom", "left" or "right".

## Value

A PrimitiveLine primitive guide that can be used inside other guides.

### Styling options

Below are the [theme](#) options that determine the styling of this guide, which may differ depending on whether the guide is used in an axis or in a legend context.

#### As an axis guide:

- `axis.line.{x/y}.{position}` an [<element\\_line>](#) for the line style.

#### As a legend guide:

- `legend.axis.line` an [<element\\_line>](#) for the line style.

### See Also

Other primitives: [primitive\\_box\(\)](#), [primitive\\_bracket\(\)](#), [primitive\\_fence\(\)](#), [primitive\\_labels\(\)](#), [primitive\\_segments\(\)](#), [primitive\\_spacer\(\)](#), [primitive\\_ticks\(\)](#), [primitive\\_title\(\)](#)

### Examples

```
# A standard plot
p <- ggplot(mpg, aes(displ, hwy)) +
  geom_point() +
  theme(axis.line = element_line())

# Adding as secondary guides
p + guides(
  x.sec = primitive_line(),
  y.sec = primitive_line(cap = "both")
)
```

---

primitive\_segments      *Guide primitives: segments*

---

### Description

This function constructs a [guide primitive](#).

### Usage

```
primitive_segments(
  key = NULL,
  space = rel(10),
  vanish = FALSE,
  theme = NULL,
  position = waiver()
)
```

**Arguments**

key	A <a href="#">segment key</a> specification. See more information in the linked topic. Alternatively, an object of class <code>&lt;hclust&gt;</code> that automatically invokes <code>key_dendro()</code> .
space	Either a <code>&lt;unit&gt;</code> or <code>&lt;rel&gt;</code> object of length 1 determining the space allocated in the orthogonal direction. When the space argument is of class <code>&lt;rel&gt;</code> (default) the base size is taken from the tick length theme setting.
vanish	Only relevant when the guide is used in the secondary theta position: a <code>&lt;logical[1]&gt;</code> on whether the continue to draw the segments until they meet in the center (TRUE) or strictly observe the space setting (FALSE).
theme	A <code>&lt;theme&gt;</code> object to style the guide individually or differently from the plot's theme settings. The theme argument in the guide overrides and is combined with the plot's theme.
position	A <code>&lt;character[1]&gt;</code> giving the location of the guide. Can be one of "top", "bottom", "left" or "right".

**Value**

A `<PrimitiveSegments>` primitive guide that can be used inside other guides.

**Styling options**

Below are the [theme](#) options that determine the style of this guide, which may differ depending on whether the guide is used in an axis or in a legend context.

**As an axis guide:**

- `axis.ticks.{x/y}.{position}` an `<element_line>` for display of the segments.
- `axis.ticks.length.{x/y}.{position}` a `<unit>` for the base size of the segments in the orthogonal direction.

**As a legend guide:**

- `legend.ticks` an `<element_line>` for display of the segments.
- `legend.ticks.length` a `<unit>` for the base size of the segments in the orthogonal direction.

**See Also**

Other primitives: [primitive\\_box\(\)](#), [primitive\\_bracket\(\)](#), [primitive\\_fence\(\)](#), [primitive\\_labels\(\)](#), [primitive\\_line\(\)](#), [primitive\\_spacer\(\)](#), [primitive\\_ticks\(\)](#), [primitive\\_title\(\)](#)

**Examples**

```
# Building a key
key <- key_segment_manual(
  value      = c(1.6, 1.6, 3.4, 5.2),
  value_end  = c(7.0, 7.0, 3.4, 5.2),
  oppo      = c(1.0, 2.0, 0.0, 0.0),
  oppo_end  = c(1.0, 2.0, 3.0, 3.0)
)
```

```
# Using the primitive in a plot
ggplot(mpg, aes(displ, hwy)) +
  geom_point() +
  scale_x_continuous(
    guide = primitive_segments(key = key)
  )
```

---

primitive\_spacer      *Guide primitive: spacer*

---

## Description

This function constructs a spacer [guide primitive](#).

## Usage

```
primitive_spacer(
  space = NULL,
  title = waiver(),
  theme = NULL,
  position = waiver()
)
```

## Arguments

space	A [ <code>&lt;unit[1]&gt;</code> ][ <code>grid::unit()</code> ]
title	A <code>&lt;character[1]&gt;</code> or <code>&lt;expression[1]&gt;</code> indicating the title of the guide. If NULL, the title is not shown. The default, <code>waiver()</code> , takes the name of the scale object or the name specified in <code>labs()</code> as the title.
theme	A <code>&lt;theme&gt;</code> object to style the guide individually or differently from the plot's theme settings. The theme argument in the guide overrides and is combined with the plot's theme.
position	A <code>&lt;character[1]&gt;</code> giving the location of the guide. Can be one of "top", "bottom", "left" or "right".

## Value

A `<PrimitiveSpacer>` primitive guide that can be used inside other guides.

## Styling options

# Below are the [theme](#) options that determine the styling of this guide. This guide does not have option dependent on its role as axis or legend.

- `legendry.guide.spacing` A `<unit>` setting the amount of spacing when the `space` argument is NULL.

**See Also**

Other primitives: [primitive\\_box\(\)](#), [primitive\\_bracket\(\)](#), [primitive\\_fence\(\)](#), [primitive\\_labels\(\)](#), [primitive\\_line\(\)](#), [primitive\\_segments\(\)](#), [primitive\\_ticks\(\)](#), [primitive\\_title\(\)](#)

**Examples**

```
ggplot(mpg, aes(displ, hwy)) +
  geom_point() +
  guides(
    x = guide_axis_stack("axis", primitive_spacer(unit(1, "cm")), "axis")
  )
```

---

primitive_ticks	<i>Guide primitive: line</i>
-----------------	------------------------------

---

**Description**

This function constructs a ticks [guide primitive](#).

**Usage**

```
primitive_ticks(key = NULL, bidi = FALSE, theme = NULL, position = waiver())
```

**Arguments**

key	A <a href="#">standard key</a> specification. See more information in the linked topic.
bidi	A <code>&lt;logical[1]&gt;</code> : whether ticks should be drawn bidirectionally (TRUE) or in a single direction (FALSE, default).
theme	A <code>&lt;theme&gt;</code> object to style the guide individually or differently from the plot's theme settings. The theme argument in the guide overrides and is combined with the plot's theme.
position	A <code>&lt;character[1]&gt;</code> giving the location of the guide. Can be one of "top", "bottom", "left" or "right".

**Value**

A PrimitiveTicks primitive guide that can be used inside other guides.

**Styling options**

Below are the [theme](#) options that determine the styling of this guide, which may differ depending on whether the guide is used in an axis or in a legend context.

Common to both types is the following:

**As an axis guide:**

- `axis.ticks.{x/y}.{position}` an `<element_line>` for major tick lines.

- `axis.minor.ticks.{x/y}.{position}` an [<element\\_line>](#) for minor tick lines.
- `legendry.axis.mini.ticks` an [<element\\_line>](#) internally inheriting from the minor ticks for the smallest ticks in e.g. log axes.
- `axis.ticks.length.{x/y}.{position}` a [<unit>](#) for the major ticks length.
- `axis.minor.ticks.length.{x/y}.{position}` a [<unit>](#) for the minor ticks length.
- `legendry.axis.mini.ticks.length` a [<unit>](#) internally inheriting from the minor tick length for the smallest ticks in e.g. log axes.

#### As a legend guide:

- `legend.ticks` an [<element\\_line>](#) for major tick lines.
- `legendry.legend.minor.ticks` an [<element\\_line>](#) for minor tick lines.
- `legendry.legend.mini.ticks` an [<element\\_line>](#) for the smallest ticks in e.g. log axes.
- `legend.ticks.length` a [<unit>](#) for the major ticks length.
- `legendry.legend.minor.ticks.length` a [<unit>](#) for the minor ticks length.
- `legendry.legend.mini.ticks.length` a [<unit>](#) for the smallest ticks in e.g. log axes.

#### See Also

Other primitives: [primitive\\_box\(\)](#), [primitive\\_bracket\(\)](#), [primitive\\_fence\(\)](#), [primitive\\_labels\(\)](#), [primitive\\_line\(\)](#), [primitive\\_segments\(\)](#), [primitive\\_spacer\(\)](#), [primitive\\_title\(\)](#)

#### Examples

```
# A standard plot
p <- ggplot(mpg, aes(displ, hwy)) +
  geom_point()

# Adding as secondary guides
p + guides(x.sec = primitive_ticks(), y.sec = primitive_ticks())
```

---

primitive\_title

*Guide primitive: title*

---

#### Description

This function constructs a title [guide primitive](#).

#### Usage

```
primitive_title(
  title = waiver(),
  angle = waiver(),
  theme = NULL,
  position = waiver()
)
```

**Arguments**

title	A <character[1]> or <expression[1]> indicating the title of the guide. If NULL, the title is not shown. The default, <code>waiver()</code> , takes the name of the scale object or the name specified in <code>labs()</code> as the title.
angle	A specification for the text angle. Compared to setting the angle argument in <code>element_text()</code> , this argument uses some heuristics to automatically pick the <code>hjust</code> and <code>vjust</code> that you probably want. Can be one of the following: <ul style="list-style-type: none"> <li>• NULL to take angles and justification settings directly from the theme.</li> <li>• <code>waiver()</code> to allow reasonable defaults in special cases.</li> <li>• A &lt;numeric[1]&gt; between -360 and 360 for the text angle in degrees.</li> </ul>
theme	A <theme> object to style the guide individually or differently from the plot's theme settings. The theme argument in the guide overrides and is combined with the plot's theme.
position	A <character[1]> giving the location of the guide. Can be one of "top", "bottom", "left" or "right".

**Value**

A <PrimitiveTitle> primitive guide that can be used inside other guides.

**Styling options**

Below are the [theme](#) options that determine the styling of this guide, which may differ depending on whether the guide is used in an axis or in a legend context.

**As an axis guide:**

- `axis.title.{x/y}.{position}` an <element\_text> for the title display.

**As a legend guide:**

- `legend.title` an <element\_text> for the title display.

**See Also**

Other primitives: `primitive_box()`, `primitive_bracket()`, `primitive_fence()`, `primitive_labels()`, `primitive_line()`, `primitive_segments()`, `primitive_spacer()`, `primitive_ticks()`

**Examples**

```
# A standard plot
p <- ggplot(mpg, aes(displ, hwy)) +
  geom_point()

# Adding as secondary guides
p + guides(
  x.sec = primitive_title("Horizontal Title"),
  y.sec = primitive_title(c("along vertical", "Multiple titles"))
)
```

---

scale_x_dendro	<i>Dendrogram scales</i>
----------------	--------------------------

---

## Description

These are speciality scales for use with hierarchically clustered data. The scale automatically orders the limits according to the clustering result and comes with a [dendrogram axis](#).

## Usage

```
scale_x_dendro(
  clust,
  ...,
  expand = waiver(),
  guide = "axis_dendro",
  position = "bottom"
)

scale_y_dendro(
  clust,
  ...,
  expand = waiver(),
  guide = "axis_dendro",
  position = "left"
)
```

## Arguments

clust	A data structure that can be coerced to an <code>&lt;hclust&gt;</code> object through <a href="#">as.hclust()</a> .
...	Arguments passed on to <code>ggplot2::discrete_scale</code>
aesthetics	The names of the aesthetics that this scale works with.
palette	A palette function that when called with a single integer argument (the number of levels in the scale) returns the values that they should take (e.g., <a href="#">scales::pal_hue()</a> ).
name	The name of the scale. Used as the axis or legend title. If <code>waiver()</code> , the default, the name of the scale is taken from the first mapping used for that aesthetic. If <code>NULL</code> , the legend title will be omitted.
breaks	One of: <ul style="list-style-type: none"> <li>• <code>NULL</code> for no breaks</li> <li>• <code>waiver()</code> for the default breaks (the scale limits)</li> <li>• A character vector of breaks</li> <li>• A function that takes the limits as input and returns breaks as output. Also accepts rlang <a href="#">lambda</a> function notation.</li> </ul>
labels	One of: <ul style="list-style-type: none"> <li>• <code>NULL</code> for no labels</li> </ul>

- `waiver()` for the default labels computed by the transformation object
- A character vector giving labels (must be same length as breaks)
- An expression vector (must be the same length as breaks). See `?plot-math` for details.
- A function that takes the breaks as input and returns labels as output. Also accepts rlang `lambda` function notation.

`na.translate` Unlike continuous scales, discrete scales can easily show missing values, and do so by default. If you want to remove missing values from a discrete scale, specify `na.translate = FALSE`.

`na.value` If `na.translate = TRUE`, what aesthetic value should the missing values be displayed as? Does not apply to position scales where NA is always placed at the far right.

`drop` Should unused factor levels be omitted from the scale? The default, `TRUE`, uses the levels that appear in the data; `FALSE` includes the levels in the factor. Please note that to display every level in a legend, the layer should use `show.legend = TRUE`.

`call` The call used to construct the scale for reporting messages.

`super` The super class to use for the constructed scale

`expand` For position scales, a vector of range expansion constants used to add some padding around the data to ensure that they are placed some distance away from the axes. Use the convenience function `expansion()` to generate the values for the `expand` argument. The defaults are to expand the scale by 5% on each side for continuous variables, and by 0.6 units on each side for discrete variables.

`guide` A function used to create a guide or its name. See `guides()` for more information.

`position` For position scales, The position of the axis. `left` or `right` for y axes, `top` or `bottom` for x axes.

## Details

The scale limits are determined by the order and labels in the `clust` argument. While `limits` is not an argument in these scales, the `breaks` argument can still be used to selectively omit some breaks and the `labels` can be used for formatting purposes.

## Value

A `<ScaleDiscretePosition>` object that can be added to a plot.

## See Also

[guide\\_axis\\_dendro\(\)](#)

## Examples

```
# Hierarchically cluster data, separately for rows and columns
car_clust <- hclust(dist(scale(mtcars)), "ave")
var_clust <- hclust(dist(scale(t(mtcars))), "ave")
```

```

long_mtcars <- data.frame(
  car = rownames(mtcars)[row(mtcars)],
  var = colnames(mtcars)[col(mtcars)],
  value = as.vector(scale(mtcars))
)

# A standard heatmap adorned with dendrograms
p <- ggplot(long_mtcars, aes(var, car, fill = value)) +
  geom_tile() +
  scale_x_dendro(var_clust) +
  scale_y_dendro(car_clust)
p

# Styling the dendrograms
p +
  guides(
    y = guide_axis_dendro(key_dendro(type = "triangle")),
    x = guide_axis_dendro(space = rel(5))
  ) +
  theme(
    axis.text.y.left = element_text(margin = margin(r = 3, l = 3)),
    axis.ticks.y = element_line("red"),
    axis.ticks.x = element_line(linetype = "dotted")
  )

# In polar coordinates, plus some formatting
p +
  coord_radial(
    theta = "y", inner.radius = 0.5,
    start = 0.25 * pi, end = 1.75 * pi
  ) +
  guides(
    theta = primitive_labels(angle = 90),
    theta.sec = primitive_segments("dendro", vanish = TRUE),
    r = guide_axis_dendro(angle = 0)
  )

```

---

 theme\_guide

*Theme wrapper for guides*


---

## Description

This function has shorthand names for theme elements relating to guides. It is intended to be used as the `guide_*(theme)` argument. Because of this intent, and due to legends and axes having mutually exclusive theme elements, this function sets the elements for both simultaneously.

## Usage

```

theme_guide(
  text = NULL,

```

```

line = NULL,
title = NULL,
subtitle = NULL,
text.position = NULL,
title.position = NULL,
subtitle.position = NULL,
ticks = NULL,
minor.ticks = NULL,
mini.ticks = NULL,
ticks.length = NULL,
minor.ticks.length = NULL,
mini.ticks.length = NULL,
spacing = NULL,
group.spacing = NULL,
key = NULL,
key.size = NULL,
key.width = NULL,
key.height = NULL,
key.spacing = NULL,
key.spacing.x = NULL,
key.spacing.y = NULL,
key.margin = NULL,
frame = NULL,
byrow = NULL,
background = NULL,
margin = NULL,
bracket = NULL,
bracket.size = NULL,
box = NULL,
fence = NULL,
fence.post = NULL,
fence.rail = NULL
)

```

### Arguments

text	An <code>&lt;element_text&gt;</code> setting both <code>legend.text</code> and <code>axis.text</code> elements.
line	An <code>&lt;element_line&gt;</code> setting both <code>legend.axis.line</code> and <code>axis.line</code> elements.
title	An <code>&lt;element_text&gt;</code> setting both <code>legend.title</code> and <code>axis.title</code> elements.
subtitle	An <code>&lt;element_text&gt;</code> setting both <code>legendry.legend.subtitle</code> and <code>legendry.axis.subtitle</code> elements.
text.position, title.position, subtitle.position	One of "top", "right", "bottom" or "right" setting the following elements: <ul style="list-style-type: none"> <li>• <code>text.position</code>: sets only <code>legend.text.position</code>.</li> <li>• <code>title.position</code>: sets only <code>legend.title.position</code>.</li> <li>• <code>subtitle.position</code> sets both <code>legendry.legend.subtitle.position</code> and <code>legendry.axis.subtitle.position</code></li> </ul>

ticks	An <a href="#">&lt;element_line&gt;</a> setting both axis.ticks and legend.ticks elements.
minor.ticks	An <a href="#">&lt;element_line&gt;</a> setting legendry.legend.minor.ticks and all 6 of the axis.ticks.minor.{r/theta/x.top/x.bottom/y.left/y.right} elements.
mini.ticks	An <a href="#">&lt;element_line&gt;</a> setting both legendry.legend.mini.ticks and legendry.axis.mini.ticks elements.
ticks.length, minor.ticks.length, mini.ticks.length	A [ <a href="#">&lt;unit[1]&gt;</a> ][ <a href="#">grid::unit()</a> ] setting the following elements: <ul style="list-style-type: none"> <li>• ticks.length: sets both legend.ticks.length and axis.ticks.length.</li> <li>• minor.ticks.length sets both axis.minor.ticks.length and legendry.legend.minor.ticks.</li> <li>• mini.ticks.length sets both legendry.axis.mini.ticks.length and legendry.legend.mini.ticks.length.</li> </ul>
spacing, group.spacing	A [ <a href="#">&lt;unit[1]&gt;</a> ][ <a href="#">grid::unit()</a> ] setting both the legendry.guide.spacing and legendry.group.spacing theme elements.
key	An <a href="#">&lt;element_rect&gt;</a> setting the legend.key element.
key.size, key.width, key.height	A <a href="#">&lt;unit&gt;</a> setting the legend.key.size, legend.key.width and legend.key.height elements respectively.
key.spacing, key.spacing.x, key.spacing.y	A [ <a href="#">&lt;unit[1]&gt;</a> ][ <a href="#">grid::unit()</a> ] setting the legend.key.spacing, legend.key.spacing.x and legend.key.spacing.y elements respectively.
key.margin	A <a href="#">&lt;margin&gt;</a> setting the margin around legend glyphs.
frame	An <a href="#">&lt;element_rect&gt;</a> setting the legend.frame element.
byrow	A <a href="#">&lt;logical[1]&gt;</a> setting the legend.byrow element.
background	An <a href="#">&lt;element_rect&gt;</a> setting the legend.background element.
margin	A <a href="#">&lt;margin&gt;</a> setting the legend.margin element.
bracket	An <a href="#">&lt;element_line&gt;</a> setting the legendry.bracket element.
bracket.size	A [ <a href="#">&lt;unit[1]&gt;</a> ][ <a href="#">grid::unit()</a> ] setting the legendry.bracket.size element.
box	An <a href="#">&lt;element_rect&gt;</a> setting the legendry.box element.
fence, fence.post, fence.rail	An <a href="#">&lt;element_line&gt;</a> setting the legendry.fence, legendry.fence.post and legendry.fence.rail respectively.

## Value

A [<theme>](#) object that can be provided to a guide.

## Examples

```
red_ticks <- theme_guide(ticks = element_line(colour = "red", linewidth = 0.5))

# Both axis and colourbar gain red ticks
ggplot(mpg, aes(displ, hwy, colour = cty)) +
  geom_point() +
  guides(
```

```
colour = guide_colourbar(theme = red_ticks),  
x = guide_axis(theme = red_ticks)  
)
```

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