Package 'mcaGUI'

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ibestGUI-package

ibestGUI

Description

mcaGUI is a Simple GUI used in the analysis of microbial communities using RGtk2 and gWidgetsRGtk.

Details

Further information is available in the following vignettes:

```
manual pmg (source, pdf)
```

Author(s)

Wade Copeland with original PMG source by John Verzani Authors: Wade K. Copeland, Vandhana Krishnan, Daniel Beck, Matt Settles, Zaid Abdo

Authors: Wade K. Copeland, Vandhana Krishnan, Daniel Beck, Matt Settles, James Foster, Kyu-Chul Cho Mitch Day, Roxana Hickey, Ursel M.E. Schutte, Xia Zhou, Chris Williams, Larry J. Forney, Zaid Abdo

Additional Input and Suggestions: John Verzani - Author of Original of the PMG Source Code used as a backend for mcaGUI.

Maintainer: Wade K. Copeland <wade@kingcopeland.com> URL: http://www.ibest.uidaho.edu/ibest/index.php

mcaGUI

A function to start the ibest GUI

Description

The mcaGUI is a simple GUI for R using RGtk2 as the graphical toolkit. The GUI is written using the gWidgets interface to a toolkit.

Usage

```
mcaGUI(cliType="console", width=850, height=.75*width,guiToolkit="RGtk2")
pmg.add(widget,label)
pmg.gw(lst, label=NULL)
pmg.addMenubar(menulist)
pmg.eval(command, assignto=NULL)
```

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Arguments

cliType	Where to send output of function called within ibestGUI function? This can be either "console" to put output into console that called ibestGUI, or "GUI" to put output into a widget.
width	Width in pixels of initial window
height	height in pixels of initial window
guiToolkit	Specify toolkit to use with gWidgets
widget	A gWidgets widget to add to the main notebook for holding dialogs
label	A string containing a label to put on the tab when adding a widget to the main

A string containing a label to put on the tab when adding a widget to the main

notebook for holding dialogs

1st A value passed to ggenericwidget. Can be a list, a function name or a function

menulist A list passed to gmenu for adding to the menubar

command A string containing a command to be parsed and evaluated in the global envi-

ronement

assign to If non-NULL, a variable name to assign the output generated from evaluating

the command

Details

The user can add to the menubar at start up time by defining a list that is called by gmenu. IBESTgui look for a variable pmg.user.menu. This is a list with named components. Each name becomes the menubar entry top level, and each component is called by gmenu to populate the menubar entry.

The functions pmg.add, pmg.gw, pmg.addMenubar, and pmg.eval are used to extend the GUI.

pmg.add This is used to add a widget to the main notebook containing the dialogs

pmg.gw This is used to add a ggenericwidget instance to the main notebook containing the dialogs. These widgets can be generated from a function name using the values from formals

pmg.addMenubar Used to add top-level entries to the main menubar

pmg.eval Used to send a command, as a string, to the Commands area to be evaluated. Evaluation is done in the global environment.

Author(s)

Origian function John Verzani with modifications by Wade K. Copeland

Examples

```
## Not run:
## this restarts the GUI if the main window has been closed
mcaGUI()
## End(Not run)
```

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pmg-dynamic

"Dynamic" widgets for pmg

Description

We call a widget "dynamic" if it updates itself immediately when an event occurs, such as a drag and drop, or a change in some value. The dynamic widgets documented here, are meant to provide quick, easy (but limited) access to R's modeling functions, R's significance tests, and R's lattice functions

Usage

```
dLatticeExplorer(container = NULL, ...)
```

Arguments

. . .

A container to attach the object to container Currently ignored

Details

For each "dynamic" widget, the variables can be specified by drag and drop, or by editing the widget. The bold-face areas of each widget can be edited by clicking on them or by dropping values. If the drop value comes from a column of an idf instance, then when that column is edited, the dynamic widget is updated. Such variables can not be edited or changed. Other variables may, such as writing powers, or applying functions.

The "dynamic" widgets are meant for easy exploration, but not for saving of actions.

The ilatticeexplorer function creates a dynamic graphing widget based on lattice graphics. Up to three variables (only 2 for univariate graphs) may be dropped on the widget. The order is for univariate graphs: $\sim x$ then $\sim x \mid y$. And for bivariate graphs x, $x \sim y$, $x \sim y \mid z$. The panel functions add to the plots of dots by, typically, incorporating some trend line.

Value

Although there are methods for dModelsDialog, these widgets aren't meant to be interacted with from the command line.

Note

Some of the usability was inspired by the Fathom software.

Author(s)

John Verzani

Examples

```
## Not run:
dLatticeExplorer()
## End(Not run)
```

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pmg-undocumented	Undocumented, but exported, functions

Description

These functions are used in the global environemt and so must be exported. However, they are not intended for general use.

pmgRepeatTrials	A function to simplify simulations		
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Description

A simple function to repeat an expression several times as an aid to simplifying simulations.

Usage

```
pmgRepeatTrials(expr, n = 10)
```

Arguments

expr An R expression, such as rnorm(1) or $\{x < -rnorm(10); t.test(x) \ p.value\}$

that will be repeated n times.

n Number of times to repeat the expressions. The default is 10.

Details

This functions aids in doing simulations. Rather than explicitly write a for loop or use sapply this function will call sapply on the expression.

A GUI for this appears in pmg under the Simluation tab. The "quick action" will call the function on the results of the simulation.

Value

The output of a sapply call can be a vector, matrix, ... If it is a vector, it is transposed/

Note

This function and GUI was suggested by Daniel Kaplan at useR!2007

Author(s)

John Verzani

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Examples

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