

# Package ‘mapview’

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**Type** Package

**Title** Interactive Viewing of Spatial Data in R

**Version** 2.10.0

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**Description** Quickly and conveniently create interactive visualisations of spatial data with or without background maps. Attributes of displayed features are fully queryable via pop-up windows. Additional functionality includes methods to visualise true- and false-color raster images and bounding boxes.

**License** GPL (>= 3) | file LICENSE

**URL** <https://github.com/r-spatial/mapview>

**BugReports** <https://github.com/r-spatial/mapview/issues>

**Depends** methods, R (>= 3.6.0)

**Imports** base64enc, htmltools, htmlwidgets, lattice, leafem, leaflet (>= 2.0.0), leafpop, png, raster, satellite, scales (>= 0.2.5), servr, sf, sp, webshot

**Suggests** covr, knitr, later, leaflet.extras2, leafsync, lwgeom, mapdeck, plainview, poorman, rmarkdown, rstudioapi, s2, stars, tinytest

**ByteCompile** yes

**Encoding** UTF-8

**LazyData** TRUE

**RoxygenNote** 7.1.1

**SystemRequirements** GNU make

**NeedsCompilation** no

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## R topics documented:

mapview-package . . . . .	2
breweries . . . . .	3
franconia . . . . .	3
knit_print.mapview . . . . .	4
mapshot . . . . .	4
mapView . . . . .	6
mapview-class . . . . .	19
mapview-defunct . . . . .	20
mapviewColors . . . . .	21
mapviewOptions . . . . .	22
mapviewOutput . . . . .	26
mapviewWatcher . . . . .	26
npts . . . . .	27
ops . . . . .	28
print,mapview-method . . . . .	29
removeMapJunk . . . . .	30
renderMapview . . . . .	31
show,mapview-method . . . . .	31
trails . . . . .	32
viewExtent . . . . .	32
viewRGB . . . . .	33
<b>Index</b>	<b>35</b>

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mapview-package	<i>Interactive viewing of spatial objects in R</i>
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## Description

Interactive viewing of spatial objects in R

**Details**

The package provides functionality to view spatial objects interactively. The intention is to provide interactivity for easy and quick visualization during spatial data analysis. It is not intended for fine-tuned presentation quality map production.

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---

breweries

*Selected breweries in Franconia*

---

**Description**

Selected breweries in Franconia

**Format**

sf feature collection POINT

**Details**

This dataset contains selected breweries in Franconia. It is partly a subset of a larger database that was compiled by students at the University of Marburg for a seminar called "The Geography of Beer: sustainability in the food industry" and partly consists of breweries downloaded from <https://www.bierwandern.de/inhalt/brauereiliste.html> with the kind permission of Rainer Kastl. Note that use of these data is restricted to non-commercial use and that they are explicitly excluded from the GPL license that mapview is licensed under.

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franconia

*Administrative district borders of Franconia*

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**Description**

Administrative district borders of Franconia

**Format**

sf feature collection MULTIPOLYGON

**Details**

The NUTS\_2013\_01M\_SH.zip archive was downloaded on 23/03/2017 from <https://ec.europa.eu/eurostat/web/gisco/geodata/reference-data/administrative-units-statistical-units/nuts>. <https://gist.github.com/tim-salabim/2845fa90813fa25c18cf83f9b88cbde0>

**Source**

<https://ec.europa.eu/eurostat/web/gisco/geodata/reference-data/administrative-units-statistical-units/nuts>

---

knit\_print.mapview      *Print functions for mapview objects used in knitr*

---

**Description**

Print functions for mapview objects used in knitr

**Usage**

```
knit_print.mapview(x, ...)
```

**Arguments**

x	A mapview object
...	further arguments passed on to <a href="#">knit_print</a>

---

mapshot      *Save mapview or leaflet map as HTML and/or image*

---

**Description**

Save a mapview or leaflet map as .html index file or .png, .pdf, or .jpeg image.

**Usage**

```
mapshot(
  x,
  url = NULL,
  file = NULL,
  remove_controls = c("zoomControl", "layersControl", "homeButton", "scaleBar",
    "drawToolbar", "easyButton"),
  ...
)
```

**Arguments**

<code>x</code>	mapview or leaflet object (or any other htmlwidget).
<code>url</code>	Output .html file. If not supplied and 'file' is specified, a temporary index file will be created.
<code>file</code>	Output .png, .pdf, or .jpeg file.
<code>remove_controls</code>	character vector of control buttons to be removed from the map when saving to file. Any combination of "zoomControl", "layersControl", "homeButton", "scaleBar", "drawToolbar", "easyButton". If set to NULL nothing will be removed. Ignored if <code>x</code> is not a mapview or leaflet map.
<code>...</code>	Further arguments passed on to <a href="#">saveWidget</a> and/or <a href="#">webshot</a> .

**Details**

mapshot can be used to save both leaflet and mapview maps as html or png files or both. In theory, it should also work for any and all other htmlwidgets but has not been tested extensively for other htmlwidgets.

In case you want to save larger maps mapshot is likely to fail. You can try setting `selfcontained = FALSE` to avoid errors and create a valid local html file.

**See Also**

[webshot](#), [saveWidget](#).

**Examples**

```
## Not run:
m = mapview(breweries)

## create standalone .html
mapshot(m, url = paste0(getwd(), "/map.html"))

## create standalone .png; temporary .html is removed automatically unless
## 'remove_url = FALSE' is specified
mapshot(m, file = paste0(getwd(), "/map.png"))
mapshot(m, file = paste0(getwd(), "/map.png"),
        remove_controls = c("homeButton", "layersControl"))

## create .html and .png
mapshot(m, url = paste0(getwd(), "/map.html"),
        file = paste0(getwd(), "/map.png"))

## End(Not run)
```

---

 mapView

*View spatial objects interactively*


---

### Description

this function produces an interactive view of the specified spatial object(s) on top of the specified base maps.

### Usage

```
## S4 method for signature 'RasterLayer'
mapView(
  x,
  map = NULL,
  maxpixels = mapViewGetOption("mapview.maxpixels"),
  col.regions = mapViewGetOption("raster.palette"),
  at = NULL,
  na.color = mapViewGetOption("na.color"),
  use.layer.names = mapViewGetOption("use.layer.names"),
  map.types = mapViewGetOption("basemaps"),
  alpha.regions = 0.8,
  legend = mapViewGetOption("legend"),
  legend.opacity = 1,
  trim = mapViewGetOption("trim"),
  verbose = mapViewGetOption("verbose"),
  layer.name = NULL,
  homebutton = mapViewGetOption("homebutton"),
  native.crs = mapViewGetOption("native.crs"),
  method = mapViewGetOption("method"),
  label = TRUE,
  query.type = mapViewGetOption("query.type"),
  query.digits = mapViewGetOption("query.digits"),
  query.position = mapViewGetOption("query.position"),
  query.prefix = mapViewGetOption("query.prefix"),
  viewer.suppress = mapViewGetOption("viewer.suppress"),
  ...
)

## S4 method for signature 'stars'
mapView(
  x,
  band = 1,
  map = NULL,
  maxpixels = mapViewGetOption("mapview.maxpixels"),
  col.regions = mapViewGetOption("raster.palette"),
  at = NULL,
  na.color = mapViewGetOption("na.color"),
```

```
    use.layer.names = mapViewGetOption("use.layer.names"),
    map.types = mapViewGetOption("basemaps"),
    alpha.regions = 0.8,
    legend = mapViewGetOption("legend"),
    legend.opacity = 1,
    trim = mapViewGetOption("trim"),
    verbose = mapViewGetOption("verbose"),
    layer.name = NULL,
    homebutton = mapViewGetOption("homebutton"),
    native.crs = mapViewGetOption("native.crs"),
    method = mapViewGetOption("method"),
    label = TRUE,
    query.type = mapViewGetOption("query.type"),
    query.digits = mapViewGetOption("query.digits"),
    query.position = mapViewGetOption("query.position"),
    query.prefix = mapViewGetOption("query.prefix"),
    viewer.suppress = mapViewGetOption("viewer.suppress"),
    pane = "auto",
    ...
  )
```

```
## S4 method for signature 'stars_proxy'
mapView(
  x,
  band = 1,
  map = NULL,
  maxpixels = mapViewGetOption("mapview.maxpixels"),
  col.regions = mapViewGetOption("raster.palette"),
  at = NULL,
  na.color = mapViewGetOption("na.color"),
  use.layer.names = mapViewGetOption("use.layer.names"),
  map.types = mapViewGetOption("basemaps"),
  alpha.regions = 0.8,
  legend = mapViewGetOption("legend"),
  legend.opacity = 1,
  trim = mapViewGetOption("trim"),
  verbose = mapViewGetOption("verbose"),
  layer.name = NULL,
  homebutton = mapViewGetOption("homebutton"),
  native.crs = mapViewGetOption("native.crs"),
  method = mapViewGetOption("method"),
  label = TRUE,
  query.type = mapViewGetOption("query.type"),
  query.digits = mapViewGetOption("query.digits"),
  query.position = mapViewGetOption("query.position"),
  query.prefix = mapViewGetOption("query.prefix"),
  viewer.suppress = mapViewGetOption("viewer.suppress"),
  pane = "auto",
```

```

    ...
)

## S4 method for signature 'RasterStackBrick'
mapView(
  x,
  map = NULL,
  maxpixels = mapViewGetOption("mapview.maxpixels"),
  col.regions = mapViewGetOption("raster.palette"),
  at = NULL,
  na.color = mapViewGetOption("na.color"),
  use.layer.names = TRUE,
  map.types = mapViewGetOption("basemaps"),
  legend = mapViewGetOption("legend"),
  legend.opacity = 1,
  trim = TRUE,
  verbose = mapViewGetOption("verbose"),
  homebutton = mapViewGetOption("homebutton"),
  method = mapViewGetOption("method"),
  label = TRUE,
  query.type = c("mousemove", "click"),
  query.digits = mapViewGetOption("query.digits"),
  query.position = mapViewGetOption("query.position"),
  query.prefix = "Layer",
  viewer.suppress = mapViewGetOption("viewer.suppress"),
  ...
)

## S4 method for signature 'Satellite'
mapView(
  x,
  map = NULL,
  maxpixels = mapViewGetOption("mapview.maxpixels"),
  col.regions = mapViewGetOption("raster.palette"),
  at = NULL,
  na.color = mapViewGetOption("na.color"),
  map.types = mapViewGetOption("basemaps"),
  legend = mapViewGetOption("legend"),
  legend.opacity = 1,
  trim = TRUE,
  verbose = mapViewGetOption("verbose"),
  homebutton = mapViewGetOption("homebutton"),
  method = c("bilinear", "ngb"),
  label = TRUE,
  ...
)

## S4 method for signature 'sf'

```

```

mapView(
  x,
  map = NULL,
  pane = "auto",
  canvas = useCanvas(x),
  viewer.suppress = mapViewGetOption("viewer.suppress"),
  zcol = NULL,
  burst = FALSE,
  color = mapViewGetOption("vector.palette"),
  col.regions = mapViewGetOption("vector.palette"),
  at = NULL,
  na.color = mapViewGetOption("na.color"),
  cex = 6,
  lwd = lineWidth(x),
  alpha = 0.9,
  alpha.regions = regionOpacity(x),
  na.alpha = regionOpacity(x),
  map.types = mapViewGetOption("basemaps"),
  verbose = mapViewGetOption("verbose"),
  popup = TRUE,
  layer.name = NULL,
  label = zcol,
  legend = mapViewGetOption("legend"),
  legend.opacity = 1,
  homebutton = mapViewGetOption("homebutton"),
  native.crs = FALSE,
  highlight = mapViewHighlightOptions(x, alpha.regions, alpha, lwd),
  maxpoints = getMaxFeatures(x),
  ...
)

```

```
## S4 method for signature 'sfc'
```

```

mapView(
  x,
  map = NULL,
  pane = "auto",
  canvas = useCanvas(x),
  viewer.suppress = mapViewGetOption("viewer.suppress"),
  color = standardColor(x),
  col.regions = standardColRegions(x),
  at = NULL,
  na.color = mapViewGetOption("na.color"),
  cex = 6,
  lwd = lineWidth(x),
  alpha = 0.9,
  alpha.regions = regionOpacity(x),
  map.types = mapViewGetOption("basemaps"),
  verbose = mapViewGetOption("verbose"),

```

```

    popup = NULL,
    layer.name = deparse(substitute(x, env = parent.frame())),
    label = makeLabels(x),
    legend = mapViewGetOption("legend"),
    legend.opacity = 1,
    homebutton = mapViewGetOption("homebutton"),
    native.crs = FALSE,
    highlight = mapViewHighlightOptions(x, alpha.regions, alpha, lwd),
    maxpoints = getMaxFeatures(x),
    ...
)

## S4 method for signature 'character'
mapView(
  x,
  map = NULL,
  tms = TRUE,
  color = standardColor(),
  col.regions = standardColRegions(),
  at = NULL,
  na.color = mapViewGetOption("na.color"),
  cex = 6,
  lwd = 2,
  alpha = 0.9,
  alpha.regions = 0.6,
  na.alpha = 0.6,
  map.types = mapViewGetOption("basemaps"),
  verbose = FALSE,
  layer.name = x,
  homebutton = mapViewGetOption("homebutton"),
  native.crs = FALSE,
  canvas = FALSE,
  viewer.suppress = mapViewGetOption("viewer.suppress"),
  ...
)

## S4 method for signature 'numeric'
mapView(x, y, type = "p", grid = TRUE, label, ...)

## S4 method for signature 'data.frame'
mapView(
  x,
  xcol,
  ycol,
  grid = TRUE,
  aspect = 1,
  popup = leafpop::popupTable(x, className = "mapview-popup"),
  label,

```

```

    crs = NA,
    ...
)

## S4 method for signature 'XY'
mapView(
  x,
  map = NULL,
  pane = "auto",
  canvas = useCanvas(x),
  viewer.suppress = mapViewGetOption("viewer.suppress"),
  color = standardColor(x),
  col.regions = standardColRegions(x),
  at = NULL,
  na.color = mapViewGetOption("na.color"),
  cex = 6,
  lwd = lineWidth(x),
  alpha = 0.9,
  alpha.regions = regionOpacity(x),
  map.types = mapViewGetOption("basemaps"),
  verbose = mapViewGetOption("verbose"),
  popup = NULL,
  layer.name = deparse(substitute(x, env = parent.frame(1))),
  label = makeLabels(x),
  legend = mapViewGetOption("legend"),
  legend.opacity = 1,
  homebutton = mapViewGetOption("homebutton"),
  native.crs = FALSE,
  highlight = mapViewHighlightOptions(x, alpha.regions, alpha, lwd),
  maxpoints = getMaxFeatures(x),
  ...
)

## S4 method for signature 'XYZ'
mapView(x, layer.name = deparse(substitute(x, env = parent.frame(1))), ...)

## S4 method for signature 'XYM'
mapView(x, layer.name = deparse(substitute(x, env = parent.frame(1))), ...)

## S4 method for signature 'XYZM'
mapView(x, layer.name = deparse(substitute(x, env = parent.frame(1))), ...)

## S4 method for signature 'bbox'
mapView(
  x,
  layer.name = deparse(substitute(x, env = parent.frame(1))),
  alpha.regions = 0.2,
  ...
)

```

```

)

## S4 method for signature 'missing'
mapView(map.types = mapViewGetOption("basemaps"), ...)

## S4 method for signature '`NULL`'
mapView(x, ...)

## S4 method for signature 'list'
mapView(
  x,
  map = NULL,
  zcol = NULL,
  burst = FALSE,
  color = mapViewGetOption("vector.palette"),
  col.regions = mapViewGetOption("vector.palette"),
  at = NULL,
  na.color = mapViewGetOption("na.color"),
  cex = 6,
  lwd = lapply(x, lineWidth),
  alpha = 0.9,
  alpha.regions = lapply(x, regionOpacity),
  na.alpha = lapply(x, regionOpacity),
  map.types = mapViewGetOption("basemaps"),
  verbose = mapViewGetOption("verbose"),
  popup = TRUE,
  layer.name = deparse(substitute(x, env = parent.frame())),
  label = lapply(x, makeLabels),
  legend = mapViewGetOption("legend"),
  homebutton = mapViewGetOption("homebutton"),
  native.crs = FALSE,
  ...
)

## S4 method for signature 'ANY'
mapview(...)

## S4 method for signature 'SpatialPixelsDataFrame'
mapView(
  x,
  map = NULL,
  zcol = NULL,
  maxpixels = mapViewGetOption("mapview.maxpixels"),
  col.regions = mapViewGetOption("raster.palette"),
  at = NULL,
  na.color = mapViewGetOption("na.color"),
  use.layer.names = FALSE,
  map.types = mapViewGetOption("basemaps"),

```

```

    alpha.regions = 0.8,
    legend = mapViewGetOption("legend"),
    legend.opacity = 1,
    trim = TRUE,
    verbose = mapViewGetOption("verbose"),
    layer.name = NULL,
    homebutton = mapViewGetOption("homebutton"),
    native.crs = FALSE,
    method = mapViewGetOption("method"),
    label = TRUE,
    query.type = c("mousemove", "click"),
    query.digits,
    query.position = "topright",
    query.prefix = "Layer",
    viewer.suppress = mapViewGetOption("viewer.suppress"),
    ...
)

```

```
## S4 method for signature 'SpatialGridDataFrame'
```

```

mapView(
  x,
  map = NULL,
  zcol = NULL,
  maxpixels = mapViewGetOption("mapview.maxpixels"),
  col.regions = mapViewGetOption("raster.palette"),
  at = NULL,
  na.color = mapViewGetOption("na.color"),
  use.layer.names = FALSE,
  map.types = mapViewGetOption("basemaps"),
  alpha.regions = 0.8,
  legend = mapViewGetOption("legend"),
  legend.opacity = 1,
  trim = TRUE,
  verbose = mapViewGetOption("verbose"),
  layer.name = NULL,
  homebutton = mapViewGetOption("homebutton"),
  native.crs = FALSE,
  method = mapViewGetOption("method"),
  label = TRUE,
  query.type = c("mousemove", "click"),
  query.digits,
  query.position = "topright",
  query.prefix = "Layer",
  viewer.suppress = mapViewGetOption("viewer.suppress"),
  ...
)

```

```
## S4 method for signature 'SpatialPointsDataFrame'
```

```
mapView(x, zcol = NULL, layer.name = NULL, ...)

## S4 method for signature 'SpatialPoints'
mapView(x, zcol = NULL, layer.name = NULL, ...)

## S4 method for signature 'SpatialPolygonsDataFrame'
mapView(x, zcol = NULL, layer.name = NULL, ...)

## S4 method for signature 'SpatialPolygons'
mapView(x, zcol = NULL, layer.name = NULL, ...)

## S4 method for signature 'SpatialLinesDataFrame'
mapView(x, zcol = NULL, layer.name = NULL, ...)

## S4 method for signature 'SpatialLines'
mapView(x, zcol = NULL, layer.name = NULL, ...)
```

### Arguments

x	a Raster* or Spatial* or Satellite or sf or stars object or a list of any combination of those. Furthermore, this can also be a data.frame, a numeric vector or a character string pointing to a tile image folder or file on disk. If missing, a blank map will be drawn. A value of NULL will return NULL.
map	an optional existing map to be updated/added to.
maxpixels	integer > 0. Maximum number of cells to use for the plot. If maxpixels < ncell(x), sampleRegular is used before plotting.
col.regions	color (palette) pixels. See <a href="#">levelplot</a> for details.
at	the breakpoints used for the visualisation. See <a href="#">levelplot</a> for details.
na.color	color for missing values
use.layer.names	should layer names of the Raster* object be used?
map.types	character specifications for the base maps. see <a href="https://leaflet-extras.github.io/leaflet-providers/preview/">https://leaflet-extras.github.io/leaflet-providers/preview/</a> for available options.
alpha.regions	opacity of the fills of points, polygons or raster layer(s)
legend	should a legend be plotted
legend.opacity	opacity of the legend
trim	should the raster be trimmed in case there are NAs on the edges
verbose	should some details be printed during the process
layer.name	the name of the layer to be shown on the map. By default this is the character version of whatever is passed to x. NOTE: This is being passed to underlying leaflet functions as the group argument. So if you use mapView to set up a map and want to refer to a certain layer later on, this is what you should refer to in group.
homebutton	logical, whether to add a zoom-to-layer button to the map. Defaults to TRUE

native.crs	logical whether to reproject to web map coordinate reference system (web mercator - epsg:3857) or render using native CRS of the supplied data (can also be NA). Default is FALSE which will render in web mercator. If set to TRUE now background maps will be drawn (but rendering may be much quicker as no reprojecting is necessary). Currently only works for simple features.
method	for raster data only (raster/stars). Method used to compute values for the re-sampled layer that is passed on to leaflet. mapView does projection on-the-fly to ensure correct display and therefore needs to know how to do this projection. The default is 'bilinear' (bilinear interpolation), which is appropriate for continuous variables. The other option, 'ngb' (nearest neighbor), is useful for categorical variables. Ignored if the raster layer is of class factor in which case "ngb" is used.
label	For vector data (sf/sp) a character vector of labels to be shown on mouseover. See <a href="#">addControl</a> for details. For raster data (Raster*/stars) a logical indicating whether to add image query.
query.type	for raster methods only. Whether to show raster value query on 'mousemove' or 'click'. Ignored if label = FALSE.
query.digits	for raster methods only. The amount of digits to be shown by raster value query. Ignored if label = FALSE.
query.position	for raster methods only. The position of the raster value query info box. See position argument of <a href="#">addLegend</a> for possible values. Ignored if label = FALSE.
query.prefix	for raster methods only. a character string to be shown as prefix for the layerId. Ignored if label = FALSE.
viewer.suppress	deprecated. Use mapViewOptions(viewer.suppress = TRUE/FALSE) instead.
...	additional arguments passed on to respective functions. See <a href="#">addRasterImage</a> , <a href="#">addCircles</a> , <a href="#">addPolygons</a> , <a href="#">addPolylines</a> for details. Furthermore, you can pass hidden arguments to some methods. See Details for a list of supported hidden arguments.
band	for stars layers, the band number to be plotted.
pane	name of the map pane in which to render features. See <a href="#">addMapPane</a> for details. Currently only supported for vector layers. Ignored if canvas = TRUE. The default "auto" will create different panes for points, lines and polygons such that points overlay lines overlay polygons. Set to NULL to get default leaflet behaviour where all features are rendered in the same pane and layer order is determined automatically/sequentially.
canvas	whether to use canvas rendering rather than svg. May help performance with larger data. See <a href="https://leafletjs.com/reference-1.6.0.html#canvas">https://leafletjs.com/reference-1.6.0.html#canvas</a> for more information. Only applicable for vector data. The default setting will decide automatically, based on feature complexity.
zcol	attribute name(s) or column number(s) in attribute table of the column(s) to be rendered. See also Details.
burst	whether to show all (TRUE) or only one (FALSE) layer(s). See also Details.
color	color (palette) for points/polygons/lines

<code>cex</code>	attribute name(s) or column number(s) in attribute table of the column(s) to be used for defining the size of circles
<code>lwd</code>	line width
<code>alpha</code>	opacity of lines
<code>na.alpha</code>	opacity of missing values
<code>popup</code>	either logical, character vector or a list of HTML strings with the popup contents, usually created from <code>popupTable</code> . See <code>addControl</code> for details. If FALSE or NULL no popups will be created, if TRUE a table with all feature attributes/columns will be created. If a character vector of column names, the table will only show the respective column entries.
<code>highlight</code>	either FALSE, NULL or a list of styling options for feature highlighting on mouse hover. See <code>highlightOptions</code> for details.
<code>maxpoints</code>	the maximum number of points making up the geometry. In case of lines and polygons this refers to the number of vertices. See Details for more information.
<code>tms</code>	whether the tiles are served as TMS tiles.
<code>y</code>	numeric vector.
<code>type</code>	whether to render the numeric vector <code>x</code> as a point "p" or line "l" plot.
<code>grid</code>	whether to plot a (scatter plot) xy-grid to aid interpretation of the visualisation. Only relevant for the <code>data.frame</code> method.
<code>xcol</code>	the column to be mapped to the x-axis. Only relevant for the <code>data.frame</code> method.
<code>ycol</code>	the column to be mapped to the y-axis. Only relevant for the <code>data.frame</code> method.
<code>aspect</code>	the ratio of x/y axis coordinates to adjust the plotting space to fit the screen. Only relevant for the <code>data.frame</code> method.
<code>crs</code>	an optional crs specification for the provided data to enable rendering on a basemap. See argument description in <code>st_sf</code> for details.

### Details

If `zcol` is not NULL but a length one character vector (referring to a column name of the attribute table) and `burst` is TRUE, one layer for each unique value of `zcol` will be drawn. The same will happen if `burst` is a length one character vector (again referring to a column of the attribute table).

NOTE: if XYZ or XYM or XYZM data from package `sf` is passed to `mapview`, dimensions Z and M will be stripped to ensure smooth rendering even though the popup will potentially still say something like "POLYGON Z".

`maxpoints` is taken to determine when to switch rendering from `svg` to `canvas` overlay for performance. The threshold calculation is done as follows:

if the number of points (in case of point data) or vertices (in case of polygon or line data) > `maxpoints` then render using special render function. Within this render function we approximate the complexity of features by

```
maxFeatures <- maxfeatures / (npts(data) / length(data))
```

where `npts` determines the number of points/vertices and `length` the number of features (points,

lines or polygons). When the number of features in the current view window is larger than `maxFeatures` then features are rendered on the canvas, otherwise they are rendered as svg objects and fully queryable.

Hidden arguments that can be set via . . . :

\* `hide`: hide all but the first layer when rendering a `RasterStackBrick`.

### Methods (by class)

- `stars`: `stars`
- `stars_proxy`: `stars_proxy`
- `RasterStackBrick`: `stack` / `brick`
- `Satellite`: `satellite`
- `sf`: `st_sf`
- `sfc`: `st_sfc`
- `character`: `character`
- `numeric`: `numeric`
- `data.frame`: `data.frame`
- `XY`: `st_sfc`
- `XYZ`: `st_sfc`
- `XYM`: `st_sfc`
- `XYZM`: `st_sfc`
- `bbox`: `st_bbox`
- `missing`: initiate a map without an object
- `NULL`: initiate a map without an object
- `list`: `list`
- `ANY`: alias for ease of typing
- `SpatialPixelsDataFrame`: `SpatialPixelsDataFrame`
- `SpatialGridDataFrame`: `SpatialGridDataFrame`
- `SpatialPointsDataFrame`: `SpatialPointsDataFrame`
- `SpatialPoints`: `SpatialPoints`
- `SpatialPolygonsDataFrame`: `SpatialPolygonsDataFrame`
- `SpatialPolygons`: `SpatialPolygons`
- `SpatialLinesDataFrame`: `SpatialLinesDataFrame`
- `SpatialLines`: `SpatialLines`

### Author(s)

Tim Appelhans

**Examples**

```

## Not run:
  mapview()

## simple features =====
  library(sf)

  # sf
  mapview(breweries)
  mapview(franconia)

  # sfc
  mapview(st_geometry(breweries)) # no popup

  # sfg / XY - taken from ?sf::st_point
  outer = matrix(c(0,0,10,0,10,10,0,10,0,0),ncol=2, byrow=TRUE)
  hole1 = matrix(c(1,1,1,2,2,2,2,1,1,1),ncol=2, byrow=TRUE)
  hole2 = matrix(c(5,5,5,6,6,6,6,5,5,5),ncol=2, byrow=TRUE)
  pts = list(outer, hole1, hole2)
  (p1 = st_polygon(pts))
  mapview(p1)

## raster =====
  if (interactive()) {
    library(plainview)

    mapview(plainview::poppendorf[[5]])
  }

## spatial objects =====
  mapview(leaflet::gadmCHE)
  mapview(leaflet::atlStorms2005)

## styling options & legends =====
  mapview(franconia, color = "white", col.regions = "red")
  mapview(franconia, color = "magenta", col.regions = "white")

  mapview(breweries, zcol = "founded")
  mapview(breweries, zcol = "founded", at = seq(1400, 2200, 200), legend = TRUE)
  mapview(franconia, zcol = "district", legend = TRUE)

  clr = sf.colors
  mapview(franconia, zcol = "district", col.regions = clr, legend = TRUE)

### multiple layers =====
  mapview(franconia) + breweries
  mapview(list(breweries, franconia))
  mapview(franconia) + mapview(breweries) + trails

  mapview(franconia, zcol = "district") + mapview(breweries, zcol = "village")
  mapview(list(franconia, breweries),

```

```

        zcol = list("district", NULL),
        legend = list(TRUE, FALSE))

### burst =====
mapview(franconia, burst = TRUE)
mapview(franconia, burst = TRUE, hide = TRUE)
mapview(franconia, zcol = "district", burst = TRUE)

### ceci constitue la fin du pipe =====
library(poorman)
library(sf)

franconia %>%
  sf::st_union() %>%
  mapview()

franconia %>%
  group_by(district) %>%
  summarize() %>%
  mapview(zcol = "district")

franconia %>%
  group_by(district) %>%
  summarize() %>%
  mutate(area = st_area(.) / 1e6) %>%
  mapview(zcol = "area")

franconia %>%
  mutate(area = sf::st_area(.)) %>%
  mapview(zcol = "area", legend = TRUE)

breweries %>%
  st_intersection(franconia) %>%
  mapview(zcol = "district")

franconia %>%
  mutate(count = lengths(st_contains(., breweries))) %>%
  mapview(zcol = "count")

franconia %>%
  mutate(count = lengths(st_contains(., breweries)),
         density = count / st_area(.)) %>%
  mapview(zcol = "density")

## End(Not run)

```

**Description**

Class mapview

**Slots**

object the spatial object

map the leaflet map object

---

mapview-defunct

*Defunct functions in mapview*

---

**Description**

These functions have been removed from package mapview. See below for information on which package they have been moved to.

**Details**

- cubeview: This function is defunct, and has been migrated to package 'cubeview'.
- cubeView: This function is defunct, and has been migrated to package 'cubeview'.
- cubeViewOutput: This function is defunct, and has been migrated to package 'cubeview'.
- renderCubeView: This function is defunct, and has been migrated to package 'cubeview'.
- slideview: This function is defunct, and has been migrated to package 'slideview'.
- slideView: This function is defunct, and has been migrated to package 'slideview'.
- slideViewOutput: This function is defunct, and has been migrated to package 'slideview'.
- renderslideView: This function is defunct, and has been migrated to package 'slideview'.
- latticeView: This function is defunct, and has been migrated to package 'leafsync'.
- sync: This function is defunct, and has been migrated to package 'leafsync'.
- plainview: This function is defunct, and has been migrated to package 'plainview'.
- plainView: This function is defunct, and has been migrated to package 'plainview'.
- popupTable: This function is defunct, and has been migrated to package 'leafpop'.
- popupImage: This function is defunct, and has been migrated to package 'leafpop'.
- popupGraph: This function is defunct, and has been migrated to package 'leafpop'.
- addFeatures: This function is defunct, and has been migrated to package 'leafem'.
- garnishMap: This function is defunct, and has been migrated to package 'leafem'.
- addHomeButton: This function is defunct, and has been migrated to package 'leafem'.
- removeHomeButton: This function is defunct, and has been migrated to package 'leafem'.
- addImageQuery: This function is defunct, and has been migrated to package 'leafem'.
- addLogo: This function is defunct, and has been migrated to package 'leafem'.
- addMouseCoordinates: This function is defunct, and has been migrated to package 'leafem'.

- `removeMouseCoordinates`: This function is defunct, and has been migrated to package 'leafem'.
- `addStaticLabels`: This function is defunct, and has been migrated to package 'leafem'.
- `addExtent`: This function is defunct, and has been migrated to package 'leafem'.
- `addStarsImage`: This function is defunct, and has been migrated to package 'leafem'.

---

mapviewColors

*mapview version of leaflet::color\* functions*


---

## Description

mapview version of leaflet::color\* functions

Color palettes for mapview

## Usage

```
mapviewColors(
  x,
  zcol = NULL,
  colors = mapviewGetOption("vector.palette"),
  at = NULL,
  na.color = mapviewGetOption("na.color"),
  ...
)
```

```
mapviewPalette(name = "mapviewVectorColors")
```

```
mapViewPalette(name)
```

## Arguments

<code>x</code>	Spatial* or Raster* object
<code>zcol</code>	the column to be colored
<code>colors</code>	color vector to be used for coloring the levels specified in <code>at</code>
<code>at</code>	numeric vector giving the breakpoints for the colors
<code>na.color</code>	the color for NA values.
<code>...</code>	additional arguments passed on to <a href="#">level.colors</a>
<code>name</code>	Name of the color palette to be used. One of "mapviewVectorColors" (default), "mapviewRasterColors", "mapviewSpectralColors" or "mapviewTopoColors".

## Author(s)

Tim Appelhans

## See Also

[level.colors](#)

[colorRampPalette](#)

---

`mapviewOptions`*Global options for the mapview package*

---

**Description**

To permanently set any of these options, you can add them to `<your R installation>/etc/Rprofile.site<`. For example, to change the default number of pixels to be visualised for Raster\* objects, add a line like this: `options(mapviewMaxPixels = 700000)` to that file.

**Usage**

```
mapviewOptions(  
  platform,  
  basemaps,  
  basemaps.color.shuffle,  
  raster.palette,  
  vector.palette,  
  verbose,  
  na.color,  
  legend,  
  legend.opacity,  
  legend.pos,  
  layers.control.pos,  
  leafletWidth,  
  leafletHeight,  
  viewer.suppress,  
  homebutton,  
  homebutton.pos,  
  native.crs,  
  raster.size,  
  mapview.maxpixels,  
  plainview.maxpixels,  
  use.layer.names,  
  trim,  
  method,  
  query.type,  
  query.digits,  
  query.position,  
  query.prefix,  
  maxpoints,  
  maxpolygons,  
  maxlines,  
  pane,  
  cex,  
  alpha,  
  default = FALSE,  
  console = TRUE,
```

```

    watch = FALSE,
    fgb,
    georaster
  )

  mapviewGetOption(param)

```

## Arguments

<code>platform</code>	character. The rendering platform to be used. Current options are "leaflet" and "mapdeck".
<code>basemaps</code>	character. The basemaps to be used for rendering data. See <a href="https://leaflet-extras.github.io/leaflet-providers/preview/">https://leaflet-extras.github.io/leaflet-providers/preview/</a> for possible values
<code>basemaps.color.shuffle</code>	logical. Should basemaps order be changed to enhance contrast based on layer coloring. Set to FALSE if you supply custom basemaps or want to ensure that "CartoDB.Positron" is always the default.
<code>raster.palette</code>	a color palette function for raster visualisation. Should be a function that takes an integer as input and returns a vector of colors. See <a href="#">colorRampPalette</a> for details.
<code>vector.palette</code>	a color palette function for vector visualisation. Should be a function that takes an integer as input and returns a vector of colors. See <a href="#">colorRampPalette</a> for details.
<code>verbose</code>	logical. Many functions in mapview provide details about their behaviour. Set this to TRUE if you want to see these printed to the console.
<code>na.color</code>	character. The default color to be used for NA values.
<code>legend</code>	logical. Whether or not to show a legend for the layer(s).
<code>legend.opacity</code>	opacity of the legend.
<code>legend.pos</code>	Where should the legend be placed? One of "topleft", "topright", "bottomleft", "bottomright".
<code>layers.control.pos</code>	character. Where should the layer control be placed? One of "topleft", "topright", "bottomleft", "bottomright".
<code>leafletWidth, leafletHeight</code>	height and width of the htmlwidget in px.
<code>viewer.suppress</code>	whether to render the map in the browser (TRUE) or the RStudio viewer (FALSE).
<code>homebutton</code>	logical, whether to add a zoom-to-layer button to the map.
<code>homebutton.pos</code>	character. Where should the homebutton(s) be placed? One of "topleft", "topright", "bottomleft", "bottomright".
<code>native.crs</code>	logical whether to reproject to web map coordinate reference system (web mercator - epsg:3857) or render using native CRS of the supplied data (can also be NA). Default is FALSE which will render in web mercator. If set to TRUE now background maps will be drawn (but rendering may be much quicker as no reprojecting is necessary).

raster.size	numeric. see the maxBytes argument in <a href="#">addRasterImage</a>
mapview.maxpixels	numeric. The maximum amount of pixels allowed for Raster* objects to be rendered with mapview. Defaults to 500000. Set this higher if you have a potent machine or are patient enough to wait a little.
plainview.maxpixels	numeric. The maximum amount of pixels allowed for Raster* objects to be rendered with plainview. Defaults to 10000000. Set this higher if you have a potent machine or are patient enough to wait a little.
use.layer.names	whether to use layer names when plotting raster layers.
trim	should the raster be trimmed in case there are NAs on the edges.
method	for raster data only (raster/stars). Method used to compute values for the re-sampled layer that is passed on to leaflet. mapview does projection on-the-fly to ensure correct display and therefore needs to know how to do this projection. The default is 'bilinear' (bilinear interpolation), which is appropriate for continuous variables. The other option, 'ngb' (nearest neighbor), is useful for categorical variables. Ignored if the raster layer is of class factor in which case "ngb" is used.
query.type	for raster methods only. Whether to show raster value query on 'mousemove' or 'click'. Ignored if label = FALSE.
query.digits	for raster methods only. The amount of digits to be shown by raster value query. Ignored if label = FALSE.
query.position	for raster methods only. The position of the raster value query info box. See position argument of <a href="#">addLegend</a> for possible values. Ignored if label = FALSE.
query.prefix	for raster methods only. a character string to be shown as prefix for the layerId. Ignored if label = FALSE.
maxpoints	numeric. Maximum number of points allowed for leaflet overlay rendering. If this number is exceeded rendering will be done using special functionality which will provide much more speed and better handling. This means that standard functionality is reduced. For example adding layers via "+" is not possible anymore.
maxpolygons	numeric. Maximum number of polygons allowed for leaflet overlay rendering. If this number is exceeded rendering will be done using special functionality which will provide much more speed and better handling. This means that standard functionality is reduced. For example adding layers via "+" is not possible anymore.
maxlines	numeric. Maximum number of lines allowed for leaflet overlay rendering. If this number is exceeded rendering will be done using special functionality which will provide much more speed and better handling. This means that standard functionality is reduced. For example adding layers via "+" is not possible anymore.
pane	name of the map pane in which to render features. See <a href="#">addMapPane</a> for details. Currently only supported for vector layers. Ignored if canvas = TRUE. The default "auto" will create different panes for points, lines and polygons such

	that points overlay lines overlay polygons. Set to NULL to get default leaflet behaviour where all features are rendered in the same pane and layer order is determined automatically/sequentially.
cex	numeric or attribute name(s) or column number(s) in attribute table of the column(s) to be used for defining the size of circles.
alpha	opacity of lines.
default	logical. If TRUE all options are set to their default values
console	logical. Should the options be printed to the console
watch	whether to watch a certain environment and automatically render changes to the list of spatial data in that environment. See <a href="#">mapviewWatcher</a> for details.
fgb	if set to TRUE mapview will not use 'classical' leaflet/htmlwidgets rendering (which embeds data directly in the html) but leverage the speed of a file format called flatgeobuf (hence, fgb). This has the added benefit that data is being streamed onto the map, which makes for a pleasant user experience. It should also help to visualise larger data sets due to a reduced memory footprint. A note of warning, data will be attached to the html via a <src=...> call which means that the html is not self-contained anymore (so it cannot be used without an accompanying folder).
georaster	whether to use <a href="#">addGeoRaster</a> instead of <a href="#">addRasterImage</a> . If set to TRUE raster image visualisation will be more performant for large raster data, but given the nearest neighbor resampling results may be slightly distorted.
param	character. parameter(s) to be queried.

**Value**

list of the current options (invisibly). If no arguments are provided the options are printed.

**Functions**

- `mapviewGetOption`: query mapviewOptions parameters.

**Author(s)**

Tim Appelhans

**See Also**

[rasterOptions](#), [options](#)

**Examples**

```
mapviewOptions()
mapviewOptions(na.color = "pink")
mapviewOptions()

mapviewGetOption("platform")

mapviewOptions(default = TRUE)
```

```
mapviewOptions()
```

---

mapviewOutput	<i>Create a mapview UI element for use with shiny</i>
---------------	---

---

### Description

Create a mapview UI element for use with shiny

### Usage

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

### Arguments

outputId	Output variable to read from
width, height	the width and height of the map (see <a href="#">shinyWidgetOutput</a> )

---

mapviewWatcher	<i>Start and/or stop automagic mapviewing of spatial objects in your workspace.</i>
----------------	---

---

### Description

Use these functions to enable automatic vieweing of all spatial objects currently available in env. mapviewWatcher uses [later](#) to set up a watcher function that continuously monitors env for spatial objects and refreshes the viewer/browser in case the list of spatial objects changes.

startWatching and stopWatching are convenience functions to start and stop watching, respectively.

### Usage

```
mapviewWatcher(env = .GlobalEnv, ...)
```

```
startWatching(env = .GlobalEnv, ...)
```

```
stopWatching(env = .GlobalEnv, ...)
```

### Arguments

env	the environemnt that is being watched (default is .GlobalEnv).
...	currently not used.

## Details

mapviewWatcher uses `identical` and hence will redraw even if e.g. the attributes of a spatial object are changed only slightly. By default mapviewWatcher watches the `.GlobalEnv` but this can be changed to another environment. Whether watching is turned on is controlled by `mapviewGetOption("watch")`. In order to enable watching it needs to be set to `mapviewOptions(watch = TRUE)` (default is `FALSE`) and the watcher needs to be initiated by calling `mapviewWatcher()` once. To switch watching off it is sufficient to set `mapviewOptions(watch = FALSE)`.

## Functions

- `startWatching`: start watching
- `stopWatching`: stop watching

## Examples

```
if (interactive()) {  
  library(mapview)  
  
  ## start the watcher  
  mapview::startWatching()  
  
  ## load some data and watch the automatic visualisation  
  fran = mapview::franconia  
  brew = mapview::breweries  
  
  ## stop the watcher  
  mapview::stopWatching()  
  
  ## loading or removing things now will not trigger a view update  
  rm(brew)  
  trls = mapview::trails  
  
  ## re-starting the viewer will re-draw whatever is currently available  
  mapview::startWatching()  
  
  ## watcher can also be stopped via mapviewOptions  
  mapviewOptions(watch = FALSE)  
  
  rm(trls)  
}
```

---

npts

*count the number of points/vertices/nodes of sf objects*

---

## Description

count the number of points/vertices/nodes of sf objects

**Usage**

```
npts(x, by_feature = FALSE)
```

**Arguments**

```
x                an sf/sfc object
by_feature       count total number of vertices (FALSE) of for each feature (TRUE).
```

**Note**

currently only works for \*POINTS, \*LINES and \*POLYGONS (not GEOMETRYCOLLECTION).

**Examples**

```
npts(franconia)
npts(franconia, by_feature = TRUE)
npts(sf::st_geometry(franconia[1, ])) # first polygon

npts(breweries) # is the same as
nrow(breweries)
```

---

 ops

---

*mapview + mapview adds data from the second map to the first*


---

**Description**

mapview + mapview adds data from the second map to the first  
 mapview + data adds spatial data (raster\*, sf\*, sp\*) to a mapview map  
 mapview + NULL returns the LHS map  
 [...]  
 mapview | mapview provides a slider in the middle to compare two maps.  
 mapview | NULL returns the LHS map  
 NULL | mapview returns the RHS map

**Usage**

```
## S4 method for signature 'mapview,mapview'
e1 + e2

## S4 method for signature 'mapview,ANY'
e1 + e2

## S4 method for signature 'mapview,`NULL`'
e1 + e2
```

```
## S4 method for signature 'mapview,character'
e1 + e2

## S4 method for signature 'mapview,`NULL`'
e1 | e2

## S4 method for signature '`NULL`,mapview'
e1 | e2
```

### Arguments

e1                    a leaflet or mapview map, or NULL.  
e2                    a leaflet or mapview map, or NULL.

### Examples

```
m1 <- mapView(franconia, col.regions = "red")
m2 <- mapView(breweries)

### add two mapview objects
m1 + m2

### add layers to a mapview object
if (interactive()) {
  library(plainview)
  m1 + breweries + plainview::poppendorf[[4]]
}

m1 <- mapView(franconia, col.regions = "red")
m2 <- mapView(breweries)

### add two mapview objects
m1 | m2
```

---

print,mapview-method    *Method for printing mapview objects*

---

### Description

Method for printing mapview objects

### Usage

```
## S4 method for signature 'mapview'
print(x)
```

**Arguments**

x                    a mapview object

---

removeMapJunk            *Delete elements from a map.*

---

**Description**

Delete elements from a map.

**Usage**

```
removeMapJunk(map, junk = NULL)
```

**Arguments**

map                    the map from which to remove elements.  
junk                    a character vector of elements to remove. If NULL (the default), nothing is removed and the map is returned as is. See Details for a list of currently supported elements.

**Details**

Currently supports removal of

- "zoomControl"
- "layersControl"
- "homeButton"
- "scaleBar"
- "drawToolbar"
- "easyButton"

This is mainly useful when taking a static screenshot of a map.

**Examples**

```
if (interactive()) {  
  library(mapview)  
  
  map = mapview(franconia)  
  
  removeMapJunk(map, "zoomControl")  
}
```

---

renderMapView	<i>Render a mapview widget in shiny</i>
---------------	---

---

**Description**

Render a mapview widget in shiny

**Usage**

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

**Arguments**

expr	An expression that generates an HTML widget
env	The environment in which to evaluate expr
quoted	Is expr a quoted expression (with quote())? This is useful if you want to save an expression in a variable

---

show, mapview-method	<i>Method for printing mapview objects (show)</i>
----------------------	---

---

**Description**

Method for printing mapview objects (show)

**Usage**

```
## S4 method for signature 'mapview'  
show(object)
```

**Arguments**

object	a mapview object
--------	------------------

---

trails	<i>Selected hiking trails in Franconia</i>
--------	--

---

**Description**

Selected hiking trails in Franconia

**Format**

sf feature collection MULTILINESTRING

**Details**

These hiking trails were downloaded on 06/04/2017 from <https://geoportal.bayern.de/bayernatlas>  
These data are published by the owner under Creative Commons Namensnennung 3.0 Deutschland,  
see <https://creativecommons.org/licenses/by/3.0/de/> for details.

**Source**

Datenquelle: Bayerische Vermessungsverwaltung - [www.geodaten.bayern.de](http://www.geodaten.bayern.de) <https://www.ldbv.bayern.de/produkte/weitere/opendata.html>

---

viewExtent	<i>View extent/bbox of spatial objects interactively</i>
------------	--

---

**Description**

This function produces an interactive view of the extent/bbox of the supplied spatial object

**Usage**

```
viewExtent(  
  x,  
  map = NULL,  
  popup = NULL,  
  layer.name = NULL,  
  alpha.regions = 0.2,  
  label = NULL,  
  ...  
)
```

**Arguments**

x	either a Raster*, sf* or Spatial* object
map	a leaflet or mapview map the extent should be added to. If NULL standard background layers are created.
popup	a list of HTML strings with the popup contents, usually created from <a href="#">popupTable</a> . See <a href="#">addControl</a> for details.
layer.name	the name of the layer to be shown on the map.
alpha.regions	opacity of the fills or the raster layer(s).
label	a character vector of labels to be shown on mouseover. See <a href="#">addControl</a> for details.
...	additional arguments passed on to <a href="#">addRectangles</a>

**Author(s)**

Tim Appelhans

**Examples**

```
library(leaflet)

viewExtent(breweries)
viewExtent(franconia) + breweries
mapview(franconia) %>% leafem::addExtent(franconia, fillColor = "yellow")
leaflet() %>% addProviderTiles("OpenStreetMap") %>% leafem::addExtent(breweries)
leaflet() %>% addProviderTiles("OpenStreetMap") %>% leafem::addExtent(breweries)
```

---

viewRGB

*Red-Green-Blue map view of a multi-layered Raster object*

---

**Description**

Make a Red-Green-Blue plot based on three layers (in a RasterBrick, RasterStack). Three layers (sometimes referred to as "bands" because they may represent different bandwidths in the electromagnetic spectrum) are combined such that they represent the red, green and blue channel. This function can be used to make 'true (or false) color images' from Landsat and other multi-band satellite images. Note, this text is plagiarized, i.e. copied from [plotRGB](#).

**Usage**

```
viewRGB(
  x,
  r = 3,
  g = 2,
  b = 1,
  quantiles = c(0.02, 0.98),
```

```

map = NULL,
maxpixels = mapViewGetOption("mapview.maxpixels"),
map.types = mapViewGetOption("basemaps"),
na.color = mapViewGetOption("na.color"),
layer.name = NULL,
method = c("bilinear", "ngb"),
...
)

```

### Arguments

x	a RasterBrick, RasterStack
r	integer. Index of the Red channel/band, between 1 and nlayers(x)
g	integer. Index of the Green channel/band, between 1 and nlayers(x)
b	integer. Index of the Blue channel/band, between 1 and nlayers(x)
quantiles	the upper and lower quantiles used for color stretching. If set to NULL, no stretching is applied.
map	the map to which the layer should be added
maxpixels	integer > 0. Maximum number of cells to use for the plot. If maxpixels < ncell(x), sampleRegular is used before plotting.
map.types	character specifications for the base maps. see <a href="https://leaflet-extras.github.io/leaflet-providers/preview/">https://leaflet-extras.github.io/leaflet-providers/preview/</a> for available options.
na.color	the color to be used for NA pixels
layer.name	the name of the layer to be shown on the map
method	Method used to compute values for the resampled layer that is passed on to leaflet. mapview does projection on-the-fly to ensure correct display and therefore needs to know how to do this projection. The default is 'bilinear' (bilinear interpolation), which is appropriate for continuous variables. The other option, 'ngb' (nearest neighbor), is useful for categorical variables.
...	additional arguments passed on to <a href="#">mapView</a>

### Author(s)

Tim Appelhans

### Examples

```

if (interactive()) {
  library(raster)
  library(plainview)

  viewRGB(plainview::poppendorf, 4, 3, 2) # true-color
  viewRGB(plainview::poppendorf, 5, 4, 3) # false-color
}

```

# Index

- \* **package**
  - mapview-package, 2
- +, mapview, ANY-method (ops), 28
- +, mapview, NULL-method (ops), 28
- +, mapview, character-method (ops), 28
- +, mapview, mapview-method (ops), 28
  
- addCircles, 15
- addControl, 15, 16, 33
- addGeoRaster, 25
- addLegend, 15, 24
- addMapPane, 15, 24
- addPolygons, 15
- addPolylines, 15
- addRasterImage, 15, 24, 25
- addRectangles, 33
  
- breweries, 3
- brick, 17
  
- character, 17
- colorRampPalette, 21, 23
  
- data.frame, 17
  
- franconia, 3
  
- highlightOptions, 16
  
- identical, 27
  
- knit\_print, 4
- knit\_print.mapview, 4
  
- later, 26
- level.colors, 21
- levelplot, 14
- list, 17
  
- mapshot, 4
- mapView, 6, 34
  
- mapview (mapView), 6
- mapview, ANY-method (mapView), 6
- mapView, bbox-method (mapView), 6
- mapView, character-method (mapView), 6
- mapView, data.frame-method (mapView), 6
- mapView, list-method (mapView), 6
- mapView, missing-method (mapView), 6
- mapView, NULL-method (mapView), 6
- mapView, numeric-method (mapView), 6
- mapView, RasterLayer-method (mapView), 6
- mapView, RasterStackBrick-method (mapView), 6
- mapView, Satellite-method (mapView), 6
- mapView, sf-method (mapView), 6
- mapView, sfc-method (mapView), 6
- mapView, SpatialGridDataFrame-method (mapView), 6
- mapView, SpatialLines-method (mapView), 6
- mapView, SpatialLinesDataFrame-method (mapView), 6
- mapView, SpatialPixelsDataFrame-method (mapView), 6
- mapView, SpatialPoints-method (mapView), 6
- mapView, SpatialPointsDataFrame-method (mapView), 6
- mapView, SpatialPolygons-method (mapView), 6
- mapView, SpatialPolygonsDataFrame-method (mapView), 6
- mapView, stars-method (mapView), 6
- mapView, stars\_proxy-method (mapView), 6
- mapView, XY-method (mapView), 6
- mapView, XYM-method (mapView), 6
- mapView, XYZ-method (mapView), 6
- mapView, XYZM-method (mapView), 6
- mapview-class, 19
- mapview-defunct, 20
- mapview-package, 2

mapviewColors, [21](#)  
mapviewGetOption (mapviewOptions), [22](#)  
mapviewOptions, [22](#)  
mapviewOutput, [26](#)  
mapViewPalette (mapviewColors), [21](#)  
mapviewPalette (mapviewColors), [21](#)  
mapviewWatcher, [25](#), [26](#)

npts, [27](#)  
numeric, [17](#)

ops, [28](#)  
options, [25](#)

plotRGB, [33](#)  
popupTable, [16](#), [33](#)  
print, mapview-method, [29](#)

rasterOptions, [25](#)  
removeMapJunk, [30](#)  
renderMapview, [31](#)

satellite, [17](#)  
saveWidget, [5](#)  
shinyWidgetOutput, [26](#)  
show, mapview-method, [31](#)  
SpatialGridDataFrame, [17](#)  
SpatialLines, [17](#)  
SpatialLinesDataFrame, [17](#)  
SpatialPixelsDataFrame, [17](#)  
SpatialPoints, [17](#)  
SpatialPointsDataFrame, [17](#)  
SpatialPolygons, [17](#)  
SpatialPolygonsDataFrame, [17](#)  
st\_bbox, [17](#)  
st\_sf, [16](#), [17](#)  
st\_sfc, [17](#)  
stack, [17](#)  
startWatching (mapviewWatcher), [26](#)  
stopWatching (mapviewWatcher), [26](#)

trails, [32](#)

viewExtent, [32](#)  
viewRGB, [33](#)  
viewRGB, RasterStackBrick-method  
(viewRGB), [33](#)

webshot, [5](#)