The mapmisc package

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This document will be incomplete if `rgdal` is unavailable or there is on internet connection when this document is compiled. The full document is at `http://diseasemapping.r-forge.r-project.org/`.

1 Introduction

This package provides a few utilities for making nice maps in R, with an emphasis on enabling maps in short tidy code chunks which are suitable for Sweave and knitr documents. The package duplicates the capabilities of packages such as classInt, geonames, and OpenStreetMap, and the price of having tidier code is much of the flexibility from these other packages has been lost here.

The meuse data

```
R> data('netherlands')
R> meuse = unwrap(meuse)
R> nldElev = unwrap(nldElev)
```

```
R> meuseLL = project(meuse, crsLL)
```

The elevation data is a Raster.

```
R> class(nldElev)
## [1] "SpatRaster"
## attr(,"package")
## [1] "terra"
R> nldElev = crop(nldElev, extend(ext(meuse), 1000))
```

2 Downloading background maps and city locations

Get a background map covering the extent of the meuse data

```
R> nldTiles = openmap(meuse)
```

`nldTiles` is a Raster with the same projection as `meuse`

```
R> class(nldTiles)
## [1] "SpatRaster"
## attr(,"package")
## [1] "terra"
R> crs(nldTiles, proj=TRUE)
## [1] "+proj=sterea +lat_0=52.1561605555556 +lon_0=5.38763888888889 +k=0.9999079 +x_0=1
R> crs(meuse, proj=TRUE)
## [1] "+proj=sterea +lat_0=52.1561605555556 +lon_0=5.38763888888889 +k=0.9999079 +x_0=1
```

Maps which can be downloaded are shown at `https://diseasemapping.r-forge.r-project.org/`

A list of cities, included in the `netherlands` data.

```
R> nldCities = unwrap(nldCities)
```

Or download using `GNcities`, a wrapper for the function of the same name in the geonames package.

```
R> options(geonamesUsername="myusernamehere")
R> if(file.exists("~/geonamesUsername.R")) source("~/geonamesUsername.R")
R> nldCities = GNcities(meuse, maxRows=6)
```

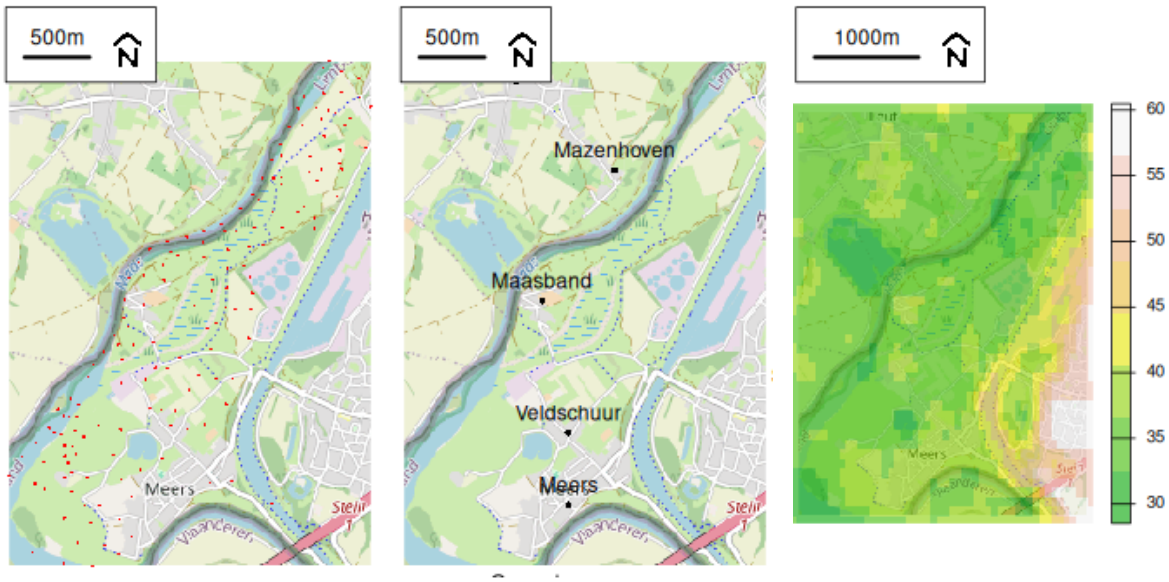
A SpatVector, with same map projection.

```
R> class(nldCities)
## [1] "SpatVector"
## attr(,"package")
## [1] "terra"
R> names(nldCities)
##  [1] "lng"         "geonameId"   "countrycode" "name"        "fclName"
##  [6] "toponymName" "fcodeName"   "wikipedia"   "lat"         "fcl"
## [11] "population"  "fcode"
R> crs(nldCities, proj=TRUE)
## [1] "+proj=sterea +lat_0=52.1561605555556 +lon_0=5.38763888888889 +k=0.9999079 +x_0=1
```

3 Making maps

The `map.new` function sets up a map in the current plot window with the correct limits and aspect ratio for the object supplied, and without margins or white space. `scaleBar` adds a scale and north arrow. It uses the map projection of the argument supplied to calculate distances and find north.

```
R> # plot the data locations
R> map.new(meuse)
R> plot(nldTiles, add=TRUE)
R> points(meuse,col="red", cex=0.3)
R> scaleBar(meuse,pos="topleft", bg="white")
R>
R> # plot city names
R> map.new(meuse)
R> plot(nldTiles, add=TRUE)
R> points(nldCities)
R> text(nldCities, labels=nldCities$name, pos=3)
R> scaleBar(meuse,pos="topleft", bg="white")
R>
R> # plot elevation
R> map.new(meuse, legendRight=TRUE)
R> plot(nldTiles, add=TRUE)
R> plot(nldElev,add=TRUE,col=terrain.colors(8),alpha=0.6,legend.mar=2, legend.line=0)
R> scaleBar(meuse,pos="topleft",bg="white")
```



(a) data locations (b) cities (c) elevation

Figure 1: simple map

4 Legends

Create a colour scale for plotting copper concentrations

```
R> cuScale = colourScale(meuse$copper, breaks=5, style='equal',
+    opacity=0.8, dec=-1, firstBreak=0)
```

and elevation, with transparency decreasing as elevation increases.

```
R> elevScale = colourScale(nldElev, style='equal',
+    breaks=6, col=terrain.colors,
+    firstBreak=0, dec=-1,opacity=c(0.2, 0.9))
```

Soil type is a categorical variable, create a factor and create a colour scale of unique values

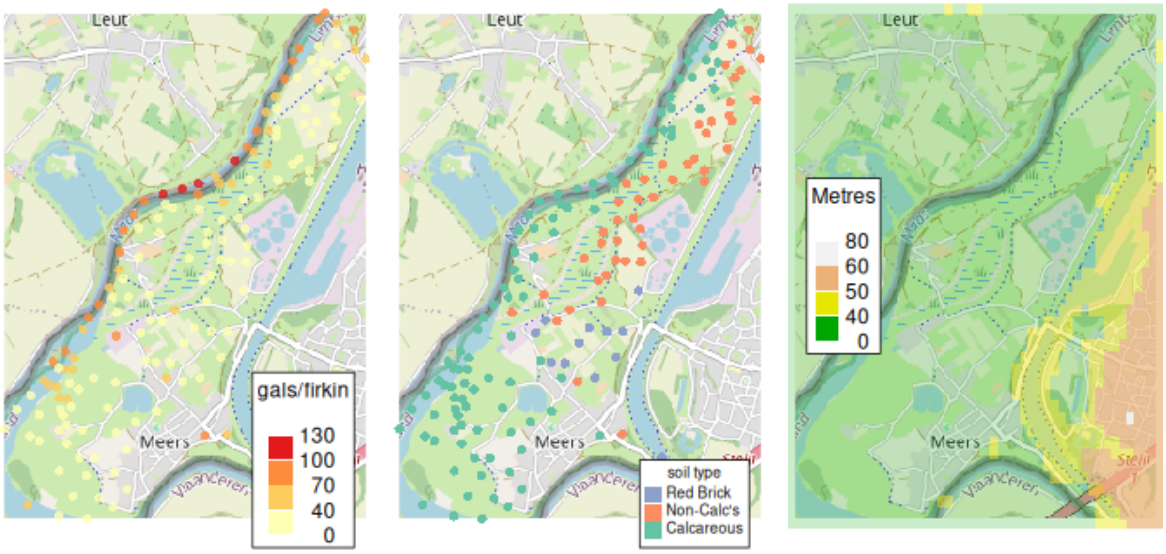
```
R> soilScale = colourScale(meuse$soil, col="Set2")
```

```
R> map.new(meuse)
R> plot(nldTiles, add=TRUE)
R> plot(meuse, col=cuScale$plot,add=TRUE,pch=16)
R> legendBreaks("bottomright",  breaks=cuScale,
+    title="gals/firkin")
R>
R>
R> map.new(meuse)
R> plot(nldTiles, add=TRUE)
R> plot(meuse, col=soilScale$plot,add=TRUE,pch=16)
R> legendBreaks("bottomright", breaks=soilScale,
+    title="soil type", cex=0.7,bg="white")
R>
R> map.new(meuse)
R> plot(nldTiles, add=TRUE)
R> plot(nldElev, breaks=elevScale$breaks, col=elevScale$colOpacity,
+    legend=FALSE,add=TRUE)
R> legendBreaks("left", breaks=elevScale, title='Metres',bg="white")
```

5 More plots

Rotate the data 50 degrees clockwise with an oblique mercator projection.

```
R>   meuseRot = project(meuse, omerc(meuse, -50))
R>   tilesRot = openmap(meuseRot, fact=2)
R>   elevRot = project(nldElev, crs(meuseRot))
R>   nldCitiesRot = project(nldCities, crs(meuseRot))
```



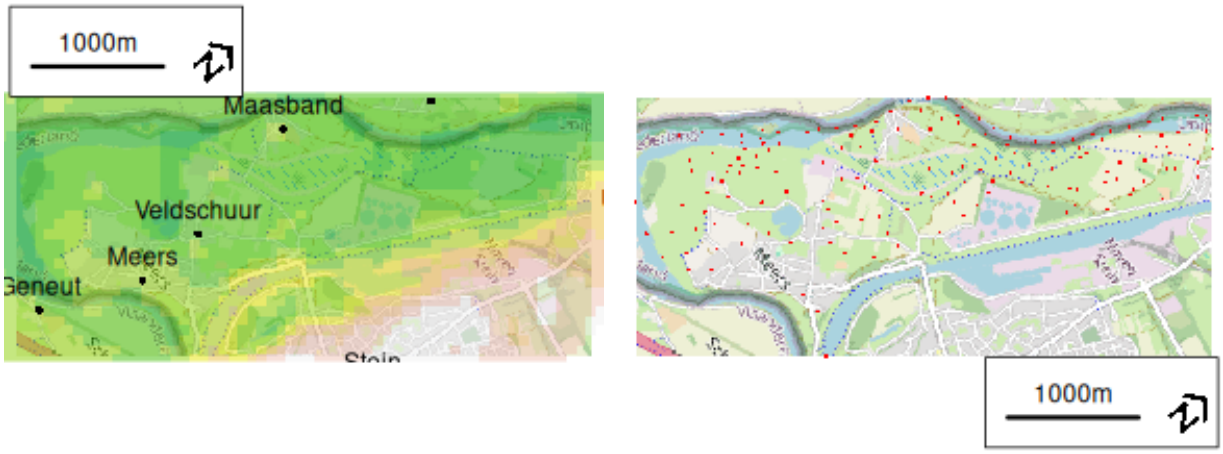
(a) Copper (b) soil (c) elevation

Figure 2: Meuse data again

And create new plots

```
R> # first elevation
R> map.new(meuseRot)
R> plot(tilesRot, add=TRUE)
R> plot(elevRot,add=TRUE,alpha=0.5,col=terrain.colors(8), legend=FALSE)
R> points(nldCitiesRot)
R> text(nldCitiesRot, labels=nldCitiesRot$name, pos=3)
R>
R> scaleBar(meuseRot,pos="topleft", bg="white")
R>
R>
R> # then data locations
R> map.new(meuseRot)
R> plot(tilesRot, add=TRUE)
R> points(meuseRot,col="red", cex=0.3)
R>
R> scaleBar(meuseRot, bg="white")
```

6 Inset maps

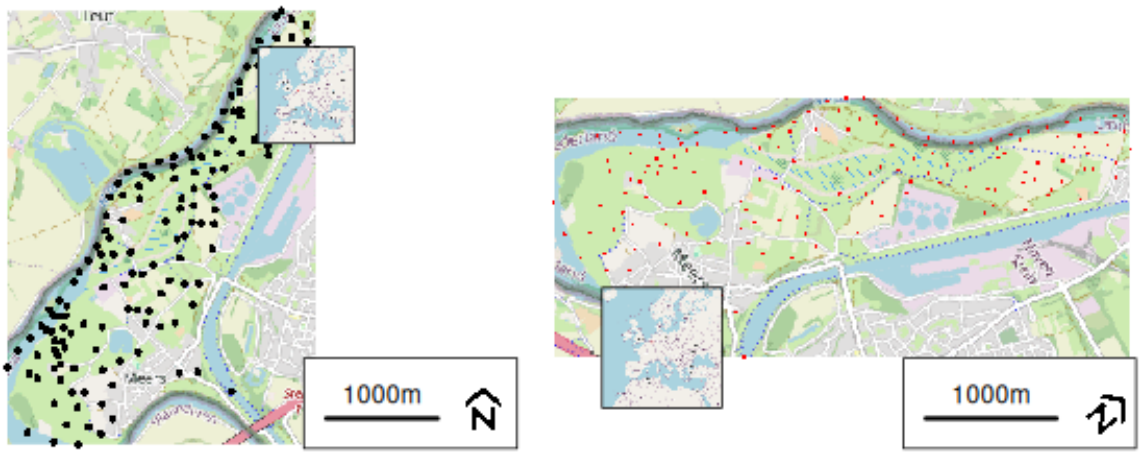


(a) elevation (b) data

Figure 3: Rotated map

```
R> world = openmap(
+    rast(ext(-10,30,40,60),crs=crsLL),
+    crs=crsMerc,
+    path="osm")
```

```
R> # not rotated
R> map.new(meuse,legendRight=TRUE)
R> plot(nldTiles, add=TRUE)
R> points(meuse)
R>
R>   scaleBar(meuse,pos="bottomright", bg="white")
R>   insetMap(crs=meuse, pos="topright",map=world)
R>
R>
R> # rotated
R> map.new(meuseRot)
R> plot(tilesRot, add=TRUE)
R> points(meuseRot,col="red", cex=0.3)
R>
R>
R>   scaleBar(meuseRot, bg="white")
R>   insetMap(meuseRot, "bottomleft",map=world)
```



(a) elevation (b) rotated

Figure 4: Inset map