Package: tmap (via r-universe)

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Title Thematic Maps

Version 3.99.9003

Description Thematic maps are geographical maps in which spatial data distributions are visualized. This package offers a flexible, layer-based, and easy to use approach to create thematic maps, such as choropleths and bubble maps.

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URL https://github.com/r-tmap/tmap, https://r-tmap.github.io/tmap/

BugReports https://github.com/r-tmap/tmap/issues

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Contents

`tmap-package` *Thematic Map Visualization*

Description

Thematic maps are geographical maps in which spatial data distributions are visualized. This package offers a flexible, layer-based, and easy to use approach to create thematic maps, such as choropleths and bubble maps. It is based on the grammar of graphics, and resembles the syntax of ggplot2.

Details

This page provides a brief overview of all package functions.

Quick plotting method

`qtm()`	Plot a thematic map

Main plotting method

Shape specification:

`tm_shape()`	Specify a shape object

Aesthetics base layers:

`tm_polygons()`	Create a polygon layer (with borders)
`tm_symbols()`	Create a layer of symbols
`tm_lines()`	Create a layer of lines
`tm_raster()`	Create a raster layer
`tm_text()`	Create a layer of text labels
`tm_basemap()`	Create a layer of basemap tiles
`tm_tiles()`	Create a layer of overlay tiles

Aesthetics derived layers:

`tm_fill()`	Create a polygon layer (without borders)
`tm_borders()`	Create polygon borders
`tm_bubbles()`	Create a layer of bubbles
`tm_squares()`	Create a layer of squares
`tm_dots()`	Create a layer of dots
`tm_markers()`	Create a layer of markers
`tm_iso()`	Create a layer of iso/contour lines
`tm_rgb()`	Create a raster layer of an image

Faceting (small multiples)

`tm_facets()`	Define facets

Attributes:

`tm_grid()`	Create grid lines
`tm_scale_bar()`	Create a scale bar

`tm_compass()`	Create a map compass
`tm_credits()`	Create a text for credits
`tm_logo()`	Create a logo
`tm_xlab()` and `tm_ylab()`	Create axis labels
`tm_minimap()`	Create a minimap (view mode only)

Layout element:

`tm_layout()`	Adjust the layout (main function)
`tm_legend()`	Adjust the legend
`tm_view()`	Configure the interactive view mode
`tm_style()`	Apply a predefined style
`tm_format()`	Apply a predefined format

Change options:

`tmap_mode()`	Set the tmap mode: `"plot"` or `"view"`
`ttm()`	Toggle between the modes
`tmap_options()`	Set global tmap options (from `tm_layout()`, `tm_view()`, and a couple of others)
`tmap_style()`	Set the default style

Create icons:

`tmap_icons()`	Specify icons for markers or proportional symbols

Output functions

`print()`	Plot in graphics device or view interactively in web browser or RStudio's viewer pane
`tmap_last()`	Redraw the last map
`tmap_leaflet()`	Obtain a leaflet widget object
`tmap_animation()`	Create an animation
`tmap_arrange()`	Create small multiples of separate maps
`tmap_save()`	Save thematic maps (either as image or HTML file)

Spatial datasets

`World`	World country data (`sf` object of polygons)
`NLD_prov`	Netherlands province data (`sf` object of polygons)
`NLD_muni`	Netherlands municipal data (`sf` object of polygons)

`metro`	Metropolitan areas (`sf` object of points)
`rivers`	Rivers (`sf` object of lines)
`land`	Global land cover (`stars` object)

Author(s)

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References

Tennekes, M., 2018, tmap: Thematic Maps in R, Journal of Statistical Software, 84(6), 1-39, doi:10.18637/jss.v084.i06

See Also

Useful links:

- `https://github.com/r-tmap/tmap`
- `https://r-tmap.github.io/tmap/`
- Report bugs at `https://github.com/r-tmap/tmap/issues`

`land` *Spatial data of global land cover*

Description

Spatial data of global land cover, percent tree cover, and elevation of class `stars`. Two attributes in this object relates to global land cover. The cover layer classifies the status of land cover of the whole globe into 20 categories, while the cover_cls layer uses 8 simplified categories. Percent Tree Cover (trees) represents the density of trees on the ground, and the last attribute represents elevation.

Usage

```
land
```

Format

An object of class `stars` with 1080 rows and 540 columns.

Details

Important: publication of these maps is only allowed when cited to Tateishi et al. (2014), and when "Geospatial Information Authority of Japan, Chiba University and collaborating organizations." is shown.

References

Production of Global Land Cover Data - GLCNMO2008, Tateishi, R., Thanh Hoan, N., Kobayashi, T., Alsaaideh, B., Tana, G., Xuan Phong, D. (2014), Journal of Geography and Geology, 6 (3).

`metro` *Spatial data of metropolitan areas*

Description

`metro` includes a population time series from 1950 to (forecasted) 2030. All metro areas with over 1 million inhabitants in 2010 are included.

Usage

```
metro
```

Format

An object of class `sf` (inherits from `data.frame`) with 436 rows and 13 columns.

Source

https://population.un.org/wup/

References

United Nations, Department of Economic and Social Affairs, Population Division (2014). World Urbanization Prospects: The 2014 Revision, CD-ROM Edition.

`NLD_prov` *Netherlands datasets*

Description

Datasets of the Netherlands for 2022 at three levels: `NLD_prov` (12) provinces, `NLD_muni` (345) municipalities and `NLD_dist` (3340) districts , all class `sf`

Usage

```
NLD_prov

NLD_muni

NLD_dist
```

Details

The data variables for `NLD_muni` and `NLD_dist` are identical:

Variable	Description
`code`	Code. Format is "GMaaaa" (municipality/'**ge**m**e**ente') and "WKaaaabb" (district/**wijk**). H
`name`	Name.
`province`	Province name.
`area`	Total area in km2. This area corresponds to the area of the polygons (including inland wat
`urbanity`	Level of urbanity. Five classes, determined by the number of addresses per km2 (break val
`population`	The total population count at 2022-01-01.
`pop_0_14`	Percentage (rounded) of people between 0 and 15.
`pop_15_24`	Percentage (rounded) of people between 15 and 25.
`pop_25_44`	Percentage (rounded) of people between 25 and 45.
`pop_45_64`	Percentage (rounded) of people between 45 and 65.
`pop_65plus`	Percentage (rounded) of people of 65 and older.
`dwelling_total`	Number of dwellings.
`dwelling_value`	Average dwelling value (Dutch: WOZ-value).
`dwelling_ownership`	Percentage of dwellings owned by the residents.
`employment_rate`	Share of the employed population within the total population from 15 to 75 years old.
`income_low`	Percentage of individuals in private households belonging to the lowest 40% of personal inc
`income_high`	Percentage of individuals in private households belonging to the highest 20% of personal in
`edu_appl_sci`	Percentage of people aged 15 to 75 with a university of applied sciences (Dutch: HBO) or u

See source for detailed information about the variables.

This dataset, created Noveber 2024, is an update from the datasets `NLD_muni` and `NLD_prov` used in tmap <= 3, which has been created around 2016. Note that the number of municipalities have been reduced (due to mergings). All old variables are included, except for variables related to ethnicity. Many new variable have been added, and moreover, district (Dutch: wijk) level data have added: `NLD_dist`.

The CRS (coordinate reference system) used is the Rijksdriekhoekstelsel New, EPSG 28992. Coordinates have been rounded to meters to reduce file size.

Source

https://www.cbs.nl/nl-nl/maatwerk/2024/11/kerncijfers-wijken-en-buurten-2022

References

Statistics Netherlands (2024), The Hague/Heerlen, Netherlands, `https://www.cbs.nl/`.

`print.tmap` *Draw thematic map*

Description

Draw thematic map

Usage

```
## S3 method for class 'tmap'
print(
  x,
  return.asp = FALSE,
  show = TRUE,
  vp = NULL,
  knit = FALSE,
  options = NULL,
  in.shiny = FALSE,
  proxy = FALSE,
  ...
)

## S3 method for class 'tmap'
knit_print(x, ..., options = NULL)
```

Arguments

`x`	tmap object.
`return.asp`	should the aspect ratio be returned?
`show`	show the map
`vp`	viewport (for `"plot"` mode)
`knit`	A logical, should knit?
`options`	A vector of options
`in.shiny`	A logical, is the map drawn in **shiny**?
`proxy`	A logical, if `in.shiny`, is `tmapProxy` used?
`...`	not used

qtm *Quick thematic map plot*

Description

Draw a thematic map quickly. This function is a convenient wrapper of the main plotting method of stacking tmap-elements. Without arguments or with a search term, this functions draws an interactive map.

Usage

```
qtm(
  shp,
  fill = tm_const(),
  col = tm_const(),
  size = tm_const(),
  shape = tm_const(),
  lwd = tm_const(),
  lty = tm_const(),
  fill_alpha = tm_const(),
  col_alpha = tm_const(),
  text = tm_const(),
  text_col = tm_const(),
  text_size = tm_const(),
  by = NULL,
  scale = NULL,
  title = NULL,
  crs = NULL,
  bbox = NULL,
  basemaps = NULL,
  overlays = NULL,
  zindex = NA,
  group = NA,
  group.control = "check",
  style = NULL,
  format = NULL,
  ...
)
```

Arguments

`shp` One of:

- shape object, which is an object from a class defined by the sf or stars package. Objects from the packages `sp` and `raster` are also supported, but discouraged.
- Not specified, i.e. `qtm()` is executed. In this case a plain interactive map is shown.

- An OpenStreetMap search string, e.g. `qtm("Amsterdam")`. In this case a plain interactive map is shown positioned according to the results of the search query (from OpenStreetMap nominatim)

`fill`, `col`, `size`, `shape`, `lwd`, `lty`, `fill_alpha`, `col_alpha`	Visual variables.
`text`, `text_col`, `text_size`	Visual variables.
`by`	data variable name by which the data is split, or a vector of two variable names to split the data by two variables (where the first is used for the rows and the second for the columns). See also `tm_facets()`.
`scale`	numeric value that serves as the global scale parameter. All font sizes, symbol sizes, border widths, and line widths are controlled by this value. The parameters `symbols.size`, `text.size`, and `lines.lwd` can be scaled separately with respectively `symbols.scale`, `text.scale`, and `lines.scale`. See also `...`.
`title`	main title. For legend titles, use `X.style`, where X is the layer name (see `...`).
`crs`	Either a `crs` object or a character value (`PROJ.4` character string). By default, the projection is used that is defined in the `shp` object itself.
`bbox`	bounding box. Argument passed on to `tm_shape()`
`basemaps`	name(s) of the provider or an URL of a tiled basemap. It is a shortcut to `tm_basemap()`. Set to `NULL` to disable basemaps. By default, it is set to the tmap option `basemaps`.
`overlays`	name(s) of the provider or an URL of a tiled overlay map. It is a shortcut to `tm_tiles()`.
`zindex`	zindex
`group`	group
`group.control`	group.control
`style`	Layout options (see `tm_layout()`) that define the style. See `tmap_style()` for details.
`format`	Layout options (see `tm_layout()`) that define the format. See `tmap_format()` for details.
`...`	arguments associated with the visual variables are passed on to the layer functions `tm_polygons()`, `tm_lines()`, `tm_symbols()`, and `tm_text()`. For instance, `fill.scale` is the scale specifications of the fill color of polygons (see `tm_polygons()`).

Details

The first argument is a shape object (normally specified by `tm_shape()`). The next arguments, from `fill` to `raster`, are the aesthetics from the main layers. The remaining arguments are related to the map layout. Any argument from any main layer function, such as `tm_polygons()`, can be specified (see `...`). It is also possible to stack `tmap-elements` on a `qtm` plot. See examples.

By default, a scale bar is shown. This option can be set with `tmap_options()` (argument `qtm.scalebar`). A minimap is shown by default when `qtm` is called without arguments of with a search term. This option can be set with `tmap_options()` (argument `qtm.minimap`).

Value

A `tmap-element`

References

Tennekes, M., 2018, tmap: Thematic Maps in R, Journal of Statistical Software, 84(6), 1-39, doi:10.18637/jss.v084.i06

Examples

```
data(World, rivers, metro)

# just the map
qtm(World)

# choropleth
qtm(World, fill = "economy", format = "World", style = "col_blind", projection = "+proj=eck4")

# choropleth with more specifications
qtm(World, fill="HPI", fill.n = 9, fill.palette = "div",
    fill.title = "Happy Planet Index", fill.id = "name",
    style = "gray", format = "World", projection = "+proj=eck4")
# this map can also be created with the main plotting method,
# which is recommended in this case.
## Not run:
tm_shape(World, projection = "+proj=eck4") +
    tm_polygons("HPI", n = 9, palette = "div",
        title = "Happy Planet Index", id = "name") +
tm_style("gray") +
tm_format("World")

## End(Not run)

# bubble map
## Not run:
qtm(World, borders = NULL) +
qtm(metro, symbols.size = "pop2010",
    symbols.title.size= "Metropolitan Areas",
    symbols.id= "name",
    format = "World")

## End(Not run)

# dot map
## Not run:
current.mode <- tmap_mode("view")
qtm(metro, bbox = "China")
```

```
tmap_mode(current.mode) # restore mode

## End(Not run)

## Not run:
# without arguments, a plain interactive map is shown (the mode is set to view)
qtm()

# search query for OpenStreetMap nominatim
qtm("Amsterdam")

## End(Not run)
```

renderTmap *Wrapper functions for using* **tmap** *in* **shiny**

Description

Use `tmapOutput` to create a UI element, and `renderTmap` to render the tmap map. To update the map in `view` mode, use `tmapProxy`. Adding layers is as usual via the map layer functions like `tm_polygons`. Removing layers can be done , removing with the function `tm_remove_layer`.

Usage

```
renderTmap(
  expr,
  env = parent.frame(),
  quoted = FALSE,
  execOnResize = TRUE,
  mode = NA
)

tmapOutput(outputId, width = "100%", height = 400, mode = NA)

tmapProxy(mapId, session = shiny::getDefaultReactiveDomain(), x, mode = NA)

tm_remove_layer(zindex)
```

Arguments

`expr`	A tmap object. A tmap object is created with `qtm` or by stacking `tmap-elements`.
`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
`execOnResize`	If `TRUE` (default), when the plot is resized, the map is regenerated. When set to `FALSE` the map is rescaled: the aspect ratio is kept, but the layout will be less desirable.

`mode`	tmap mode, see `tmap_mode()` If not defined, the current mode is used
`outputId`	Output variable to read from
`width`, `height`	the width and height of the map
`mapId`	single-element character vector indicating the output ID of the map to modify (if invoked from a Shiny module, the namespace will be added automatically)
`session`	the Shiny session object to which the map belongs; usually the default value will suffice
`x`	the tmap object that specifies the added and removed layers.
`zindex`	the z index of the pane in which the layer is contained that is going to be removed. It is recommended to specify the `zindex` for this layer when creating the map (inside `renderTmap`).

Details

Two features from tmap are not (yet) supported in Shiny: small multiples (facets) and colored backgrounds (argument bg.color of `tm_layout`). Workarounds for small multiples: create multiple independent maps or specify as.layers = TRUE in `tm_facets`.

Examples

```
if (interactive() && require("shiny")) {

 data(World)
 world_vars <- setdiff(names(World), c("iso_a3", "name", "sovereignt", "geometry"))

 tmap_mode("plot")

 shinyApp(
  ui = fluidPage(
   tmapOutput("map", height = "600px"),
   selectInput("var", "Variable", world_vars)
  ),
  server <- function(input, output, session) {
   output$map <- renderTmap({
    tm_shape(World) +
     tm_polygons(input$var, zindex = 401)
   })
  }
 )

 tmap_mode("view")

 shinyApp(
  ui = fluidPage(
   tmapOutput("map", height = "600px"),
   selectInput("var", "Variable", world_vars)
  ),
  server <- function(input, output, session) {
   output$map <- renderTmap({
    tm_shape(World, id = "iso_a3") +
     tm_polygons(fill = world_vars[1], zindex = 401)
   })
   observe({
    var <- input$var
    tmapProxy("map", session, {
     tm_remove_layer(401) +
      tm_shape(World, id = "iso_a3") +
      tm_polygons(fill = var, zindex = 401)
    })
   })
  },options = list(launch.browser=TRUE)
 )
}
```

`rivers` *Spatial data of rivers*

Description

Spatial data of rivers

Usage

```
rivers
```

Format

An object of class `sf` (inherits from `data.frame`) with 1616 rows and 5 columns.

Source

https://www.naturalearthdata.com

`theme_ps` *ggplot2 theme for proportional symbols*

Description

ggplot2 theme for proportional symbols. By default, this theme only shows the plotting area, so without titles, axes, and legend.

Usage

```
theme_ps(
  base_size = 12,
  base_family = "",
  plot.axes = FALSE,
  plot.legend = FALSE
)
```

Arguments

`base_size`	base size
`base_family`	base family
`plot.axes`	should the axes be shown?
`plot.legend`	should the legend(s) be shown?

`tmap-element` *Stacking of tmap elements*

Description

The plus operator allows you to stack tmap elements (functions with a prefix `tm_`)

Usage

```
## S3 method for class 'tmap'
e1 + e2
```

Arguments

`e1`	first tmap element
`e2`	second tmap element

`tmap_animation` *Create animation*

Description

Create a gif animation or video from a tmap plot.

Usage

```
tmap_animation(
  tm,
  filename = NULL,
  width = NA,
  height = NA,
  dpi = NA,
  delay = 40,
  fps = NA,
  loop = TRUE,
  outer.margins = NA,
  asp = NULL,
  scale = NA,
  restart.delay = NULL,
  ...
)
```

Arguments

`tm`	tmap or a list of tmap objects. If `tm` is a tmap object, facets should be created, where `nrow` and `ncol` in `tm_facets()` have to be set to 1 in order to create one map per frame.
`filename`	filename. If omitted (default), the animation will be shown in the viewer or browser. If specified, it should be a gif file or a video file (i.e. mp4). The package `gifski` is required to create a gif animation. The package `av` (which uses the `FFmpeg` library) is required for video formats. The mp4 format is recommended but many other video formats are supported, such as wmv, avi, and mkv.
`width`, `height`	Dimensions of the animation file (in pixels). Required when `tm` is a list, and recommended to specify in advance when `tm` is a `tmap` object. If not specified in the latter case, it will be determined by the aspect ratio of the map.
`dpi`	dots per inch. By default 100, but this can be set with the option `animation.dpi` in `tmap_options()`.
`delay`	delay time between images (in 1/100th of a second). See also `fps`
`fps`	frames per second, calculated as `100 / delay`. If `fps` is specified, the `delay` will be set to `100/fps`.
`loop`	logical that determined whether the animation is looped, or an integer value that determines how many times the animation is looped.
`outer.margins`	(passed on to `tmap_save()`) overrides the outer.margins argument of `tm_layout()` (unless set to `NA`)
`asp`	(passed on to `tmap_save()`) if specified, it overrides the `asp` argument of `tm_layout()`. Tip: set to `0` if map frame should be placed on the edges of the image.
`scale`	(passed on to `tmap_save()`) overrides the scale argument of `tm_layout()` (unless set to `NA`)
`restart.delay`	not used anymore.
`...`	arguments passed on to `av::av_encode_video()`

Note

Not only tmap plots are supported, but any series of R plots.

Examples

```
## Not run:
data(NLD_prov)

m1 <- tm_shape(NLD_prov) +
       tm_polygons("yellow") +
   tm_facets(along = "name")

tmap_animation(m1, delay=40)
```

```
data(World, metro)

m2 <- tm_shape(World, projection = "+proj=eck4", simplify = 0.5) +
          tm_fill() +
      tm_shape(metro) +
          tm_bubbles(size = paste0("pop", seq(1970, 2030, by=10)),
               col = "purple",
               border.col = "black", border.alpha = .5,
               scale = 2) +
      tm_facets(free.scales.symbol.size = FALSE, nrow=1,ncol=1) +
      tm_format("World")

tmap_animation(m2, delay=100, outer.margins = 0)

m3 <- lapply(seq(50, 85, by = 5), function(age) {
 World$at_most <- World$life_exp <= age
 World_sel <- World[which((World$life_exp <= age) & (World$life_exp > (age - 5))), ]
 tm_shape(World) +
  tm_polygons("at_most", palette = c("gray95", "gold"), legend.show = FALSE) +
  tm_shape(World_sel) +
  tm_text("name", size = "AREA", root = 5, remove_overlap = TRUE) +
  tm_layout(main.title = paste0("Life expectency at most ", age), frame = FALSE)
})

tmap_animation(m3, width = 1200, height = 600, delay = 100)

m4 <- tm_shape(World) +
 tm_polygons() +
tm_shape(metro) +
 tm_bubbles(col = "red") +
 tm_text("name", ymod = -1) +
tm_facets(by = "name", free.coords = FALSE, nrow = 1, ncol = 1) +
 tm_layout(panel.show = FALSE, frame = FALSE)

tmap_animation(m4, filename = "World_cities.mp4",
    width=1200, height = 600, fps = 2, outer.margins = 0)

## End(Not run)
```

`tmap_arrange` *Arrange small multiples in grid layout*

Description

Arrange small multiples in a grid layout. Normally, small multiples are created by specifying multiple variables for one aesthetic or by specifying the by argument (see `tm_facets()`). This function can be used to arrange custom small multiples in a grid layout.

Usage

```
tmap_arrange(
  ...,
  ncol = NA,
  nrow = NA,
  widths = NA,
  heights = NA,
  sync = FALSE,
  asp = 0,
  outer.margins = 0.02
)

## S3 method for class 'tmap_arrange'
knit_print(x, ..., options = NULL)

## S3 method for class 'tmap_arrange'
print(x, knit = FALSE, ..., options = NULL)
```

Arguments

`...`	`tmap` objects or one list of `tmap` objects. The number of multiples that can be plot is limited (see details).
`ncol`	number of columns
`nrow`	number of rows
`widths`	vector of column widths. It should add up to 1 and the length should be equal to `ncol`.
`heights`	vector of row heights. It should add up to 1 and the length should be equal to `nrow`.
`sync`	logical. Should the navigation in view mode (zooming and panning) be synchronized? By default `FALSE`.
`asp`	aspect ratio. The aspect ratio of each map. Normally, this is controlled by the `asp` argument from `tm_layout()` (also a tmap option). This argument will overwrite it, unless set to `NULL`. The default value for `asp` is 0, which means that the aspect ratio is adjusted to the size of the device divided by the number of columns and rows. When `asp` is set to `NA`, which is also the default value for `tm_layout()`, the aspect ratio will be adjusted to the used shapes.
`outer.margins`	outer.margins, numeric vector four or a single value. If defines the outer margins for each multiple. If will overwrite the `outer.margins` argument from `tm_layout()`, unless set to `NULL`.
`x`	a `tmap_arrange` object (returned from `tmap_arrange()`).
`options`	options passed on to `knitr::knit_print()`
`knit`	should `knitr::knit_print()` be enabled, or the normal `base::print()` function?

Details

The global option `tmap.limits` controls the limit of the number of facets that are plotted. By default, `tmap_options(tmap.limits = c(facets.view=4, facets.plot=64))`. The maximum number of interactive facets is set to four since otherwise it may become very slow.

Examples

```
tm1 = tm_shape(World) + tm_polygons("HPI")
tm2 = tm_shape(metro) + tm_bubbles(size = "pop2020")

tmap_arrange(tm1, tm2)
```

`tmap_design_mode` *Set the design mode*

Description

When the so-called "design mode" is enabled, inner and outer margins, legend position, and aspect ratio are shown explicitly in plot mode. Also, information about aspect ratios is printed in the console. This function sets the global option `tmap.design.mode`. It can be used as toggle function without arguments.

Usage

```
tmap_design_mode(design.mode)
```

Arguments

`design.mode`	Logical value that determines the design mode. If omitted then the design mode is toggled.

See Also

`tmap_options()`

`tmap_devel_mode` *Set the development mode*

Description

When the so-called "development mode" is enabled, helpful messages and timings are printed in the console

Usage

```
tmap_devel_mode(devel.mode)
```

Arguments

`devel.mode`	logical value that determines the development mode. If omitted then the development mode is toggled.

`tmap_format` *Get or add format options*

Description

Format options are tmap options that are shape dependent. With `tmap_format()` the predefined formats can be retrieved. The values for a specific format can be retrieved with `tmap_format(format)`, where format is the name of the format. The function `tmap_format_add()` is used to add a format.

Usage

```
tmap_format(format)

tmap_format_add(..., name)
```

Arguments

`format`	Name of the format. Run `tmap_format()` to see the choices.
`...`	Options from `tm_layout()` or `tm_view()`. Can also be a list of those options.
`name`	Name of the new format.

Value

The function `tmap_format()` returns the names of the available formats. When `format` is defined, it returns the option list corresponding the that format.

See Also

- `tm_layout()` for predefined styles
- `tmap_style_catalogue` (not migrated to v4 yet) to create a style catalogue of all available styles.
- `tmap_options()` for tmap options

Examples

```
# available formats
tmap_format()

# create option list to be used as a new format
World_small = tmap_format("World")
World_small$scale = 2
```

```
# add format
tmap_format_add(World_small, name = "World_small")

# observe that World_small is successfully added:
tmap_format()

data(World)

#qtm(World, fill="HPI", format="World_small")
```

`tmap_icons` *Specify icons*

Description

Specifies icons from a png images, which can be used as markers in thematic maps. The function `marker_icon()` is the specification of the default marker.

Usage

```
tmap_icons(
  file,
  width = 48,
  height = 48,
  keep.asp = TRUE,
  just = c("center", "center"),
  as.local = TRUE,
  ...
)

marker_icon()
```

Arguments

`file`	character value/vector containing the file path(s) or url(s).
`width`	width of the icon. If `keep.asp`, this is interpreted as the maximum width.
`height`	height of the icon. If `keep.asp`, this is interpreted as the maximum height.
`keep.asp`	keep the aspect ratio of the png image. If `TRUE` and the aspect ratio differs from `width/height`, either `width` or `height` is adjusted accordingly.
`just`	justification of the icons relative to the point coordinates. The first value specifies horizontal and the second value vertical justification. Possible values are: `"left"` , `"right"`, `"center"`, `"bottom"`, and `"top"`. Numeric values of 0 specify left alignment and 1 right alignment. The default value of `just` is `c("center", "center")`.
`as.local`	if the `file` is a url, should it be saved to local temporary file?

`...`	arguments passed on to `leaflet::icons()`. When `iconWidth`, `iconHeight`, `iconAnchorX`, and `iconAnchorY` are specified, they override `width` and `height`, and `just`.

Value

icon data (see `leaflet::icons()`)

See Also

`tm_symbols()`

`tmap_last` *Retrieve the last map to be modified or created*

Description

Retrieve the last map to be modified or created. Works in the same way as `ggplot2::last_plot()`, although there is a difference: `tmap_last()` returns the last call instead of the stacked `tmap-element`s.

Usage

```
tmap_last()
```

Value

call

See Also

`tmap_save()`

`tmap_leaflet` *Export tmap to the format of the used graphics mode*

Description

- `tmap_grob()` returns a `grob` object (`"plot" mode`)
- `tmap_leaflet()` a `leaflet` object (`"view"` mode).

Usage

```
tmap_leaflet(x, show = FALSE, ...)

tmap_grob(x, asp = NA, scale = 1, show = FALSE, ...)
```

Arguments

`x`	a tmap object.
`show`	show the map?
`...`	Arguments passed on to `print.tmap` `return.asp` should the aspect ratio be returned? `vp` viewport (for `"plot"` mode) `knit` A logical, should knit? `in.shiny` A logical, is the map drawn in **shiny**? `proxy` A logical, if `in.shiny`, is `tmapProxy` used? `options` A vector of options
`asp`, `scale`	the desired aspect ratio and scale of the map. Only applicable for `"plot"` mode.

Value

- `tmap_grob()` returns a `grob` object (`"plot"` mode)
- `tmap_leaflet()` a `leaflet` object (`"view"` mode). In case small multiples are shown, a list is returned.

Examples

```
map = tm_shape(World) + tm_polygons()
tmap_leaflet(map, show = TRUE)
```

`tmap_mode` *Set tmap mode to static plotting or interactive viewing*

Description

Set tmap mode to static plotting or interactive viewing. The global option `tmap.mode` determines the whether thematic maps are plot in the graphics device, or shown as an interactive leaflet map (see also `tmap_options()`. The function `tmap_mode()` is a wrapper to set this global option. The convenient function `ttm()`, which stands for toggle thematic map, is a toggle switch between the two modes. The function `ttmp()` stands for toggle thematic map and print last map: it does the same as `ttm()` followed by `tmap_last()`; in order words, it shows the last map in the other mode. It is recommended to use `tmap_mode()` in scripts and `ttm()`/`ttmp()` in the console.

Usage

```
tmap_mode(mode = NULL)

ttm()

ttmp()
```

Arguments

`mode`	One of `"plot"` or `"view"`. See Details for more info.

Value

The previous tmap mode before switching.

mode = ”plot”

Thematic maps are shown in the graphics device. This is the default mode, and supports all tmap’s features, such as small multiples (see `tm_facets()`) and extensive layout settings (see `tm_layout()`). It is recommended to use `tmap_save()` for saving static maps.

mode = ”view”

Thematic maps are viewed interactively in the web browser or RStudio’s Viewer pane. Maps are fully interactive with tiles from OpenStreetMap or other map providers (see `tm_tiles()`). See also `tm_view()` for options related to the `"view"` mode. This mode generates a `leaflet::leaflet()` widget, which can also be directly obtained with `tmap_leaflet()`. With R Markdown, it is possible to publish it to an HTML page.

However, there are a couple of constraints in comparison to `"plot"`:

- The map is always projected according to the Web Mercator projection. Although this projection is the de facto standard for interactive web-based mapping, it lacks the equal-area property, which is important for many thematic maps, especially choropleths (see examples from `tm_shape()`).
- Small multiples are not supported
- The legend cannot be made for aesthetics regarding size, which are symbol size and line width.
- Text labels are not supported (yet)
- The layout options set with `tm_layout()`) regarding map format are not used. However, the styling options still apply.

References

Tennekes, M., 2018, tmap: Thematic Maps in R, Journal of Statistical Software, 84(6), 1-39, doi:10.18637/jss.v084.i06

See Also

- `tmap_last()` to show the last map
- `tm_view()` for viewing options
- `tmap_leaflet()` for obtaining a leaflet widget
- `tmap_options()` for tmap options

Examples

```
tmap_mode()

tmap_mode("plot")

tm_shape(World) + tm_polygons("HPI")

tmap_mode("view")

tm_shape(World) + tm_polygons("HPI")

ttm()

tm_shape(World) + tm_polygons("HPI")
```

`tmap_save` *Save tmap*

Description

Save tmap to a file. This can be either a static plot (e.g. png) or an interactive map (html).

Usage

```
tmap_save(
  tm = NULL,
  filename = NA,
  device = NULL,
  width = NA,
  height = NA,
  units = NA,
  dpi = NA,
  outer.margins = NA,
  asp = NULL,
  scale = NA,
  insets_tm = NULL,
  insets_vp = NULL,
  add.titles = TRUE,
  in.iframe = FALSE,
  selfcontained = !in.iframe,
  verbose = NULL,
  ...
)
```

Arguments

`tm`	tmap object

`filename`	filename including extension, and optionally the path. The extensions pdf, eps, svg, wmf (Windows only), png, jpg, bmp, tiff, and html are supported. If the extension is missing, the file will be saved as a static plot in `"plot"` mode and as an interactive map (html) in `"view"` mode (see details). The default format for static plots is png, but this can be changed using the option `"output.format"` in `tmap_options()`. If `NA` (the default), the file is saved as ”tmap01” in the default format, and the number incremented if the file already exists.
`device`	graphic device to use. Either a device function (e.g., `png` or `cairo_pdf`) or a text indicating selected graphic device: ”pdf”, ”eps”, ”svg”, ”wmf” (Windows only), ”png”, ”jpg”, ”bmp”, ”tiff”. If `NULL`, the graphic device is guessed based on the `filename` argument.
`height`, `width`	The dimensions of the plot (not applicable for html files). Units are set with the argument `units`. If one of them is not specified, this is calculated using the formula asp = width / height, where asp is the estimated aspect ratio of the map. If both are missing, they are set such that `width * height` is equal to the option `"output.size"` in `tmap_options()`. This is by default 49, meaning that is the map is a square (so aspect ratio of 1) both width and height are set to 7.
`units`	units for width and height (`"in"`, `"cm"`, or `"mm"`). By default, pixels (`"px"`) are used if either width or height is set to a value greater than 50. Else, the units are inches (`"in"`).
`dpi`	dots per inch. Only applicable for raster graphics. By default it is set to 300, but this can be changed using the option `"output.dpi"` in `tmap_options()`.
`outer.margins`	overrides the outer.margins argument of `tm_options()` (unless set to `NA`)
`asp`	if specified, it overrides the asp argument of `tm_options()`. **Tip**: set to `0` if map frame should be placed on the edges of the image.
`scale`	overrides the scale argument of `tm_options()` (unless set to `NA`)
`insets_tm`	tmap object of an inset map, or a list of tmap objects of multiple inset maps. The number of tmap objects should be equal to the number of viewports specified with `insets_vp`.
`insets_vp`	`viewport` of an inset map, or a list of `viewport`s of multiple inset maps. The number of viewports should be equal to the number of tmap objects specified with `insets_tm`.
`add.titles`	add titles to leaflet object.
`in.iframe`	should an interactive map be saved as an iframe? If so, two HTML files will be saved; one small parent HTML file with the iframe container, and one large child HTML file with the actual widget. See `widgetframe::saveWidgetframe()` for details. By default `FALSE`, which means that one large HTML file is saved (see saveWidget()).
`selfcontained`	when an interactive map is saved, should the resources (e.g. JavaScript libraries) be contained in the HTML file? If `FALSE`, they are placed in an adjacent directory (see also `htmlwidgets::saveWidget()`). Note that the HTML file will often still be large when `selfcontained = FALSE`,

	since the map data (polygons and popups), which are also contained in the HTML file, usually take more space then the map resources.
`verbose`	Deprecated. It is now controlled by the tmap option `show.messages` (see `tmap_options()`)
`...`	Arguments passed on to `htmlwidgets::saveWidget`, `widgetframe::saveWidgetframe`

`widget` Widget to save

`file` File to save HTML into

`libdir` Directory to copy HTML dependencies into (defaults to filename_files).

`background` Text string giving the html background color of the widget. Defaults to white.

`title` Text to use as the title of the generated page.

`knitrOptions` A list of **knitr** chunk options.

Value

the filename, invisibly, if export is successful.

Examples

```
## Not run:
 data(NLD_muni, NLD_prov)
 m <- tm_shape(NLD_muni) +
       tm_fill(col="population", convert2density=TRUE,
                 style="kmeans",
                 title=expression("Population (per " * km^2 * ")")) +
       tm_borders("black", alpha=.5) +
   tm_shape(NLD_prov) +
       tm_borders("grey25", lwd=2) +
  tm_style("classic") +
  tm_format("NLD", inner.margins = c(.02, .15, .06, .15)) +
     tm_scale_bar(position = c("left", "bottom")) +
     tm_compass(position=c("right", "bottom"))

 tmap_save(m, "choropleth.png", height = 7) # height interpreted in inches
 tmap_save(m, "choropleth_icon.png", height = 100, scale = .1) # height interpreted in pixels

 data(World)
 m2 <- tm_shape(World) +
  tm_fill("well_being", id="name", title="Well-being") +
  tm_format("World")

 # save image
 tmap_save(m2, "World_map.png", width=1920, height=1080, asp=0)

 # cut left inner margin to make sure Antarctica is snapped to frame
 tmap_save(m2 + tm_layout(inner.margins = c(0, -.1, 0.05, 0.01)),
        "World_map2.png", width=1920, height=1080, asp=0)

 # save interactive plot
 tmap_save(m2, "World_map.html")
```

```
## End(Not run)
```

tmap_style *Set or get the default tmap style*

Description

Set or get the default tmap style. Without arguments, the current style is returned. Also the available styles are displayed. When a style is set, the corresponding tmap options (see `tmap_options()`) will be set accordingly. The default style (i.e. when loading the package) is `"white"`.

Usage

```
tmap_style(style)
```

Arguments

`style`	Name of the style. When omitted, `tmap_style()` returns the current style and also shows all available styles. When the style is specified,`tmap_style()` sets the style accordingly. Note that in that case, all tmap options (see `tmap_options()`) will be reset according to the style definition. See `tm_layout()` for predefined styles, and `tmap_style_catalogue` (not migrated to v4 yet) for creating a catalogue.

Details

Note that `tm_style()` is used within a plot call (so it only affects that plot), whereas `tmap_style()` sets the style globally.

After loading a style, the options that defined this style (i.e. the difference with the default `"white"` style) can be obtained by `tmap_options_diff()`.

The documentation of `tmap_options()` (details and the examples) shows how to create a new style.

Value

The style before changing

See Also

- `tmap_options()` for tmap options
- `tmap_style_catalogue` (not migrated to v4 yet) to create a style catalogue of all available styles.

Examples

```
tmap_style()

tm_shape(World) + tm_polygons("HPI")

tmap_style("cobalt")

tm_shape(World) + tm_polygons("HPI")

# for backwards compatibility, the styles of tmap versions 1-3 are also included:

tmap_style("v3")

tm_shape(World) + tm_polygons("HPI")

tmap_style("cobalt_v3")

tm_shape(World) + tm_polygons("HPI")
```

`tmap_style_catalogue` *Create a style catalogue*

Description

Create a style catalogue for each predefined tmap style. The result is a set of png images, one for each style.

Usage

```
tmap_style_catalogue(path = "./tmap_style_previews", styles = NA)

tmap_style_catalog(path = "./tmap_style_previews", styles = NA)
```

Arguments

`path`	path where the png images are stored
`styles`	vector of styles function names (see `tmap_style`) for which a preview is generated. By default, a preview is generated for all loaded styles.

`tmap_tip` *Print a random tip to the console*

Description

Print a random tip to the console

Usage

```
tmap_tip()
```

Value

A message

`tm_add_legend` *Map component: manual legend*

Description

Map component that adds a manual legend

Usage

```
tm_add_legend(
  ...,
  labels,
  type = "symbols",
  title = "",
  design = NULL,
  orientation = NULL,
  group = NA,
  group.control = "check",
  resize.as.group = FALSE,
  z = NA_integer_
)
```

Arguments

`...`	visual variables and arguments passed on to `tm_legend()`. By default, the argument `type` is set to `"Symbols"`, which means that the supported visual variables are: `"fill"`, `"col"`, `"shape"`, `"size"`, `"fill_alpha"`, `"col_alpha"`, `"lty"`, `"lwd"`, `"linejoin"`, and `"lineend"`.
`labels`	labels
`type`	the layer type from which the visual variables (see `...`) are taken. Options: `"symbols"` (default), `"lines"`, `"polygons"`, and `"text"`.

`title`	text of the title
`design`	legend design
`orientation`	legend orientation
`group`	Name of the group to which this layer belongs. This is only relevant in view mode, where layer groups can be switched (see `group.control`)
`group.control`	In view mode, the group control determines how layer groups can be switched on and off. Options: `"radio"` for radio buttons (meaning only one group can be shown), `"check"` for check boxes (so multiple groups can be shown), and `"none"` for no control (the group cannot be (de)selected).
`resize.as.group`	resize.as.group
`z`	z

`tm_basemap` *Map layer: basemap / overlay tiles*

Description

Map layer that draws tiles from a tile server. `tm_basemap()` draws the tile layer as basemap, i.e. as bottom layer. In contrast, `tm_tiles()` draws the tile layer as overlay layer, where the stacking order corresponds with the order in which this layer is called, just like other map layers.

Usage

```
tm_basemap(
  server = NA,
  alpha = NULL,
  zoom = NULL,
  max.native.zoom = 17,
  zindex = 0,
  group = NA,
  group.control = "radio"
)

tm_tiles(
  server = NA,
  alpha = NULL,
  zoom = NULL,
  max.native.zoom = 1,
  zindex = NA,
  group = NA,
  group.control = "check"
)
```

Arguments

`server`	Name of the provider or an URL. The list of available providers can be obtained with `providers` (tip: in RStudio, type `providers$` to see the options). See https://leaflet-extras.github.io/leaflet-providers/preview/ for a preview of those. When a URL is provided, it should be in template format, e.g. `"https://{s}.tile.openstreetmap.org/{z}/{x}/{y}.png"`. Use `NULL` in `tm_basemap()` to disable basemaps.
`alpha`	Transparency level
`zoom`	Zoom level (only used in plot mode)
`max.native.zoom`	Maximum native zoom level (only used in view mode). The minimum and maximum zoom levels are determined in `tm_view`.
`zindex`	zindex of the pane in view mode. By default, it is set to the layer number plus 400. By default, the tmap layers will therefore be placed in the custom panes `"tmap401"`, `"tmap402"`, etc., except for the base tile layers, which are placed in the standard `"tile"`. This parameter determines both the name of the pane and the z-index, which determines the pane order from bottom to top. For instance, if `zindex` is set to 500, the pane will be named `"tmap500"`.
`group`	Name of the group to which this layer belongs. This is only relevant in view mode, where layer groups can be switched (see `group.control`)
`group.control`	In view mode, the group control determines how layer groups can be switched on and off. Options: `"radio"` for radio buttons (meaning only one group can be shown), `"check"` for check boxes (so multiple groups can be shown), and `"none"` for no control (the group cannot be (de)selected).

Examples

```
if (requireNamespace("maptiles")) {
 tm_basemap() +
  tm_shape(World) +
  tm_polygons("HPI")

 tm_basemap("OpenTopoMap") +
  tm_shape(World) +
  tm_polygons(fill = NA, col = "black")

 ## Not run:
 tm_basemap("CartoDB.PositronNoLabels") +
 tm_shape(NLD_prov, crs = 4236) +
  tm_borders() +
  tm_facets_wrap("name") +
  tm_tiles("CartoDB.PositronOnlyLabels")

## End(Not run)
}
```

tm_cartogram *Map layer: cartogram*

Description

Map layer that draws a cartogram

Usage

```
tm_cartogram(
  size = 1,
  size.scale = tm_scale(),
  size.legend = tm_legend_hide(),
  size.chart = tm_chart_none(),
  size.free = NA,
  plot.order = tm_plot_order("size", reverse = FALSE),
  options = opt_tm_cartogram(),
  ...
)

tm_cartogram_ncont(
  size = 1,
  size.scale = tm_scale(),
  size.legend = tm_legend_hide(),
  size.chart = tm_chart_none(),
  size.free = NA,
  plot.order = tm_plot_order("size", reverse = FALSE),
  options = opt_tm_cartogram_ncont(),
  ...
)

tm_cartogram_dorling(
  size = 1,
  size.scale = tm_scale(),
  size.legend = tm_legend_hide(),
  size.chart = tm_chart_none(),
  size.free = NA,
  plot.order = tm_plot_order("size", reverse = FALSE),
  options = opt_tm_cartogram_dorling(),
  ...
)

opt_tm_cartogram(type = "cont", itermax = 15, ...)

opt_tm_cartogram_ncont(type = "ncont", expansion = 1, inplace = FALSE, ...)

opt_tm_cartogram_dorling(type = "dorling", share = 5, itermax = 1000, ...)
```

Arguments

`size`, `size.scale`, `size.legend`, `size.chart`, `size.free`
: Visual variable that determines the size. See details.

`plot.order`
: Specification in which order the spatial features are drawn. See `tm_plot_order()` for details.

`options`
: options passed on to the corresponding `opt_<layer_function>` function

`...`
: Arguments passed on to `tm_polygons`

- `fill,fill.scale,fill.legend,fill.chart,fill.free` Visual variable that determines the fill color. See details.
- `col,col.scale,col.legend,col.chart,col.free` Visual variable that determines the color. See details.
- `lwd,lwd.scale,lwd.legend,lwd.chart,lwd.free` Visual variable that determines the line width. See details.
- `lty,lty.scale,lty.legend,lty.chart,lty.free` Visual variable that determines the line type. See details.
- `fill_alpha,fill_alpha.scale,fill_alpha.chart,fill_alpha.legend,fill_alpha.free` Visual variable that determines the fill color transparency. See details.
- `col_alpha,col_alpha.scale,col_alpha.legend,col_alpha.chart,col_alpha.free` Visual variable that determines the color transparency. See details.
- `linejoin,lineend` Line join and line end. See gpar() for details.
- `zindex` Map layers are drawn on top of each other. The `zindex` numbers (one for each map layer) determines the stacking order. By default the map layers are drawn in the order they are called.
- `group` Name of the group to which this layer belongs. This is only relevant in view mode, where layer groups can be switched (see `group.control`)
- `group.control` In view mode, the group control determines how layer groups can be switched on and off. Options: `"radio"` for radio buttons (meaning only one group can be shown), `"check"` for check boxes (so multiple groups can be shown), and `"none"` for no control (the group cannot be (de)selected).
- `popup.vars` names of data variables that are shown in the popups in `"view"` mode. Set popup.vars to `TRUE` to show all variables in the shape object. Set popup.vars to `FALSE` to disable popups. Set `popup.vars` to a character vector of variable names to those those variables in the popups. The default (`NA`) depends on whether visual variables (e.g.`fill`) are used. If so, only those are shown. If not all variables in the shape object are shown.
- `popup.format` list of formatting options for the popup values. See the argument `legend.format` for options. Only applicable for numeric data variables. If one list of formatting options is provided, it is applied to all numeric variables of `popup.vars`. Also, a (named) list of lists can be provided. In that case, each list of formatting options is applied to the named variable.

	`hover` name of the data variable that specifies the hover labels (view mode only). Set to `FALSE` to disable hover labels. By default `FALSE`, unless `id` is specified. In that case, it is set to `id`,
	`id` name of the data variable that specifies the indices of the spatial features. Only used for `"view"` mode.
`type`	cartogram type, one of: "cont" for contiguous cartogram, "ncont" for non-contiguous cartogram and "dorling" for Dorling cartograms
`itermax`	maximum number of iterations (see `cartogram::cartogram_cont()`)
`expansion`	factor expansion, see `cartogram::cartogram_ncont()` (argument `k`)
`inplace`	should each polygon be modified in its original place? (`TRUE` by default)
`share`	share of the bounding box filled with the larger circle (see `cartogram::cartogram_dorling()` argument `k`)

`tm_chart` *Legend charts*

Description

Legend charts are small charts that are added to the map, usually in addition to legends.

Usage

```
tm_chart_histogram(
  breaks,
  plot.axis.x,
  plot.axis.y,
  extra.ggplot2,
  position,
  width,
  height,
  stack,
  z,
  group.frame,
  resize_as_group
)

tm_chart_bar(
  plot.axis.x,
  plot.axis.y,
  extra.ggplot2,
  position,
  width,
  height,
  stack,
  z,
  group.frame,
  resize_as_group
)

tm_chart_donut(position, width, height, stack, z, group.frame, resize_as_group)

tm_chart_violin(
  position,
  width,
  height,
  stack,
  z,
  group.frame,
  resize_as_group
)

tm_chart_box(position, width, height, stack, z, group.frame, resize_as_group)

tm_chart_none()

tm_chart_heatmap(
  position,
  width,
  height,
  stack,
  z,
  group.frame,
  resize_as_group
)
```

Arguments

`breaks`	The breaks of the bins (for histograms)
`plot.axis.x`, `plot.axis.y`	Should the x axis and y axis be plot?
`extra.ggplot2`	Extra ggplot2 code
`position`	Position of the chart. See `tm_pos()` for details
`width`	in number of text lines (height of it)
`height`	in number of text lines
`stack`	stack with other map components?
`z`	stacking order
`group.frame`	group.frame
`resize_as_group`	resize_as_group

Details

Note that these charts are different from charts drawn inside the map. Those are called glyphs (to be implemented).

Examples

```
## numerical variable

tm_shape(World) +
  tm_polygons("HPI",
    fill.scale = tm_scale_intervals(),
    fill.chart = tm_chart_histogram())

tm_shape(World) +
 tm_polygons("HPI",
    fill.scale = tm_scale_continuous(),
    fill.chart = tm_chart_histogram(
     position = tm_pos_out("center", "bottom"),
     width = 30)
    )

tm_shape(World) +
 tm_polygons("HPI",
    fill.scale = tm_scale_intervals(),
    fill.chart = tm_chart_donut())

tm_shape(World) +
 tm_polygons("HPI",
    fill.scale = tm_scale_intervals(),
    fill.chart = tm_chart_box())

tm_shape(World) +
 tm_polygons("HPI",
    fill.scale = tm_scale_intervals(),
    fill.chart = tm_chart_violin())

# with additional ggplot2 code
require(ggplot2)
tm_shape(World) +
 tm_polygons("HPI",
    fill.scale = tm_scale_intervals(),
    fill.chart = tm_chart_bar(
     extra.ggplot2 = theme(
      panel.grid.major.y = element_line(colour = "red")
     ))
    )

tm_shape(land) +
 tm_raster("trees",
     col.chart = tm_chart_histogram())

## categorical variable
```

```
tm_shape(World) +
 tm_polygons("economy",
    fill.scale = tm_scale_categorical(),
    fill.chart = tm_chart_bar())

tm_shape(World) +
 tm_polygons("economy",
    fill.scale = tm_scale_categorical(),
    fill.chart = tm_chart_donut())

tm_shape(World) +
 tm_polygons(tm_vars(c("HPI", "well_being"), multivariate = TRUE),
    fill.chart = tm_chart_heatmap())
```

`tm_check_fix` *tmap options*

Description

tmap options

Usage

```
tm_check_fix()

tmap_options(
  ...,
  crs,
  facet.max,
  facet.flip,
  free.scales,
  raster.max_cells,
  show.messages,
  show.warnings,
  output.format,
  output.size,
  output.dpi,
  animation.dpi,
  value.const,
  value.na,
  value.null,
  value.blank,
  values.var,
  values.range,
  value.neutral,
  values.scale,
  scales.var,
  scale.misc.args,
  continuous.nclass_per_legend_break,
  continuous.nclasses,
  label.format,
  label.na,
  scale,
  asp,
  bg.color,
  outer.bg.color,
  frame,
  frame.lwd,
  frame.r,
  frame.double_line,
  outer.margins,
  inner.margins,
  inner.margins.extra,
  meta.margins,
  meta.auto_margins,
  between_margin,
  panel.margin,
  component.offset,
  component.stack_margin,
  grid.mark.height,
  xylab.height,
  coords.height,
  xlab.show,
  xlab.text,
  xlab.size,
  xlab.color,
  xlab.rotation,
  xlab.space,
  xlab.fontface,
  xlab.fontfamily,
  xlab.side,
  ylab.show,
  ylab.text,
  ylab.size,
  ylab.color,
  ylab.rotation,
  ylab.space,
  ylab.fontface,
  ylab.fontfamily,
  ylab.side,
  panel.type,
  panel.wrap.pos,
  panel.xtab.pos,
  unit,
  color.sepia_intensity,
  color.saturation,
  color_vision_deficiency_sim,
  text.fontface,
  text.fontfamily,
  component.position,
  component.autoscale,
  legend.show,
  legend.design,
  legend.orientation,
  legend.position,
  legend.width,
  legend.height,
  legend.stack,
  legend.group.frame,
  legend.resize_as_group,
  legend.reverse,
  legend.na.show,
  legend.title.color,
  legend.title.size,
  legend.title.fontface,
  legend.title.fontfamily,
  legend.xlab.color,
  legend.xlab.size,
  legend.xlab.fontface,
  legend.xlab.fontfamily,
  legend.ylab.color,
  legend.ylab.size,
  legend.ylab.fontface,
  legend.ylab.fontfamily,
  legend.text.color,
  legend.text.size,
  legend.text.fontface,
  legend.text.fontfamily,
  legend.frame,
  legend.frame.lwd,
  legend.frame.r,
  legend.bg.color,
  legend.bg.alpha,
  legend.only,
  legend.settings.standard.portrait,
  legend.settings.standard.landscape,
  chart.show,
  chart.plot.axis.x,
  chart.plot.axis.y,
  chart.position,
  chart.width,
  chart.height,
  chart.stack,
  chart.group.frame,
  chart.resize_as_group,
  chart.reverse,
  chart.na.show,
  chart.title.color,
  chart.title.size,
  chart.title.fontface,
  chart.title.fontfamily,
  chart.xlab.color,
  chart.xlab.size,
  chart.xlab.fontface,
  chart.xlab.fontfamily,
  chart.ylab.color,
  chart.ylab.size,
  chart.ylab.fontface,
  chart.ylab.fontfamily,
  chart.text.color,
  chart.text.size,
  chart.text.fontface,
  chart.text.fontfamily,
  chart.frame,
  chart.frame.lwd,
  chart.frame.r,
  chart.bg.color,
  chart.bg.alpha,
  chart.object.color,
  title.show,
  title.size,
  title.color,
  title.fontface,
  title.fontfamily,
  title.bg.color,
  title.bg.alpha,
  title.padding,
  title.frame,
  title.frame.lwd,
  title.frame.r,
  title.stack,
  title.position,
  title.width,
  title.group.frame,
  title.resize_as_group,
  credits.show,
  credits.size,
  credits.color,
  credits.fontface,
  credits.fontfamily,
  credits.bg.color,
  credits.bg.alpha,
  credits.padding,
  credits.frame,
  credits.frame.lwd,
  credits.frame.r,
  credits.stack,
  credits.position,
  credits.width,
  credits.height,
  credits.group.frame,
  credits.resize_as_group,
  compass.north,
  compass.type,
  compass.text.size,
  compass.size,
  compass.show.labels,
  compass.cardinal.directions,
  compass.text.color,
  compass.color.dark,
  compass.color.light,
  compass.lwd,
  compass.bg.color,
  compass.bg.alpha,
  compass.margins,
  compass.show,
  compass.stack,
  compass.position,
  compass.frame,
  compass.frame.lwd,
  compass.frame.r,
  compass.group.frame,
  compass.resize_as_group,
  logo.height,
  logo.margins,
  logo.between_margin,
  logo.show,
  logo.stack,
  logo.position,
  logo.frame,
  logo.frame.lwd,
  logo.frame.r,
  logo.group.frame,
  logo.resize_as_group,
  scalebar.show,
  scalebar.breaks,
  scalebar.width,
  scalebar.text.size,
  scalebar.text.color,
  scalebar.color.dark,
  scalebar.color.light,
  scalebar.lwd,
  scalebar.bg.color,
  scalebar.bg.alpha,
  scalebar.size,
  scalebar.margins,
  scalebar.stack,
  scalebar.position,
  scalebar.frame,
  scalebar.frame.lwd,
  scalebar.frame.r,
  scalebar.group.frame,
  scalebar.resize_as_group,
  grid.show,
  grid.labels.pos,
  grid.x,
  grid.y,
  grid.n.x,
  grid.n.y,
  grid.crs,
  grid.col,
  grid.lwd,
  grid.alpha,
  grid.labels.show,
  grid.labels.size,
  grid.labels.col,
  grid.labels.rot,
  grid.labels.format,
  grid.labels.cardinal,
  grid.labels.margin.x,
  grid.labels.margin.y,
  grid.labels.space.x,
  grid.labels.space.y,
  grid.labels.inside_frame,
  grid.ticks,
  grid.lines,
  grid.ndiscr,
  mouse_coordinates.stack,
  mouse_coordinates.position,
  mouse_coordinates.show,
  minimap.server,
  minimap.toggle,
  minimap.stack,
  minimap.position,
  minimap.show,
  panel.show,
  panel.labels,
  panel.label.size,
  panel.label.color,
  panel.label.fontface,
  panel.label.fontfamily,
  panel.label.bg.color,
  panel.label.frame,
  panel.label.frame.lwd,
  panel.label.frame.r,
  panel.label.height,
  panel.label.rot,
  bbox,
  set_bounds,
  set_view,
  set_zoom_limits,
  qtm.scalebar,
  qtm.minimap,
  qtm.mouse_coordinates,
  earth_boundary,
  earth_boundary.color,
  earth_boundary.lwd,
  earth_datum,
  space.color,
  check_and_fix,
  basemap.show,
  basemap.server,
  basemap.alpha,
  basemap.zoom,
  tiles.show,
  tiles.server,
  tiles.alpha,
  tiles.zoom,
  attr.color,
  title = NULL,
  main.title = NULL,
  main.title.size = NULL,
  main.title.color = NULL,
  main.title.fontface = NULL,
  main.title.fontfamily = NULL,
  main.title.position = NULL
)

tmap_options_mode(mode = NA, default.options = FALSE)

tmap_options_diff()

tmap_options_reset()
```

```
tmap_options_save(style)
```

Arguments

`...`	List of tmap options to be set, or option names (characters) to be returned (see details)
`crs`	Map crs (see `tm_shape()`). `NA` means the crs is specified in `tm_shape()`. The crs that is used by the transformation functions is defined in `tm_shape()`.
`facet.max`	Maximum number of facets
`facet.flip`	Should facets be flipped (in case of facet wrap)? This can also be set via `tm_facets_flip()`
`free.scales`	For backward compatibility: if this value is set, it will be used to impute the free arguments in the layer functions
`raster.max_cells`	Maximum number of raster grid cells
`show.messages`	Show messages?
`show.warnings`	Show warnings?
`output.format`	Output format
`output.size`	Output size
`output.dpi`	Output dpi
`animation.dpi`	Output dpi for animations
`value.const`	Default visual value constants e.g. the default fill color for `tm_shape(World) + tm_polygons()`. A list is required with per visual variable a value.
`value.na`	Default visual values that are used to visualize NA data values. A list is required with per visual variable a value.
`value.null`	Default visual values that are used to visualize null (out-of-scope) data values. A list is required with per visual variable a value.
`value.blank`	Default visual values that correspond to blank. For color these are `"#00000000"` meaning transparent. A list is required with per visual variable a value.
`values.var`	Default values when a data variable to mapped to a visual variable, e.g. a color palette. A list is required with per visual variable a value.
`values.range`	Default range for values. See `values.range` of `tm_scale_categorical()`. A list is required with per visual variable a value.
`value.neutral`	Default values for when a data variable to mapped to a visual variable, e.g. a color palette. A list is required with per visual variable a value.
`values.scale`	Default scales (as in object sizes) for values. See `values.range` of `tm_scale_categorical()`. A list is required with per visual variable a value.
`scales.var`	Default scale functions per visual variable and type of data variable. A list is required with per visual variable per data type.
`scale.misc.args`	Default values of scale function-specific arguments. A list is required with per scale function and optional per visual variable.

`continuous.nclass_per_legend_break`	The number of continuous legend breaks within one 'unit' (label). The dafault value is 50.
`continuous.nclasses`	the number of classes of a continuous scale. Should be odd. The dafault value is 101.
`label.format`	Format for the labels (was `legend.format` in tmap v3).
`label.na`	Default label for missing values.
`scale`	Overall scale of the map
`asp`	Aspect ratio of each map. When `asp` is set to `NA` (default) the aspect ratio will be adjusted to the used shapes. When set to 0 the aspect ratio is adjusted to the size of the device divided by the number of columns and rows.
`bg.color`	Background color of the map.
`outer.bg.color`	Background color of map outside the frame.
`frame`	The frame of the .
`frame.lwd`	The line width of the frame. See `graphics::par`, option 'lwd'.
`frame.r`	The r (radius) of the frame.
`frame.double_line`	The double line of the frame. TRUE of FALSE.
`outer.margins`	The margins of the outer space (outside the frame. A vector of 4 values: bottom, left, top, right. The unit is the device height (for bottom and top) or width (for left and right).
`inner.margins`	The margins of the inner space (inside the frame). A vector of 4 values: bottom, left, top, right. The unit is the device height (for bottom and top) or width (for left and right).
`inner.margins.extra`	The extra arguments of the margins of the inner space (inside the frame). A list of arguments.
`meta.margins`	The margins of the meta. A vector of 4 values: bottom, left, top, right. The unit is the device height (for bottom and top) or width (for left and right).
`meta.auto_margins`	The auto_margins of the meta.
`between_margin`	The between_margin of the .
`panel.margin`	The margin of the panel.
`component.offset`	The offset of the component.
`component.stack_margin`	The stack_margin of the component.
`grid.mark.height`	The height of the mark of the grid.

`xylab.height`	The height of the xylab.
`coords.height`	The height of the coords.
`xlab.show`	The visibility of the xlab. TRUE or FALSE.
`xlab.text`	The text of the xlab.
`xlab.size`	The size of the xlab.
`xlab.color`	The color of the xlab.
`xlab.rotation`	The rotation of the xlab.
`xlab.space`	The space of the xlab. In terms of number of line heights.
`xlab.fontface`	The font face of the xlab. See `graphics::par`, option 'font'.
`xlab.fontfamily`	The font family of the xlab. See `graphics::par`, option 'family'.
`xlab.side`	The side of the xlab.
`ylab.show`	The visibility of the ylab. TRUE or FALSE.
`ylab.text`	The text of the ylab.
`ylab.size`	The size of the ylab.
`ylab.color`	The color of the ylab.
`ylab.rotation`	The rotation of the ylab.
`ylab.space`	The space of the ylab. In terms of number of line heights.
`ylab.fontface`	The font face of the ylab. See `graphics::par`, option 'font'.
`ylab.fontfamily`	The font family of the ylab. See `graphics::par`, option 'family'.
`ylab.side`	The side of the ylab.
`panel.type`	The type of the panel.
`panel.wrap.pos`	The pos of the wrap of the panel.
`panel.xtab.pos`	The pos of the xtab of the panel.
`unit`	The unit of the .
`color.sepia_intensity`	The sepia_intensity of the color.
`color.saturation`	The saturation of the color.
`color_vision_deficiency_sim`	The color_vision_deficiency_sim of the .
`text.fontface`	The font face of the text. See `graphics::par`, option 'font'.
`text.fontfamily`	The font family of the text. See `graphics::par`, option 'family'.
`component.position`	The position of the component.
`component.autoscale`	The autoscale of the component.

`legend.show`	The visibility of the legend. TRUE or FALSE.
`legend.design`	The design of the legend.
`legend.orientation`	The orientation of the legend.
`legend.position`	The position of the legend.
`legend.width`	The width of the legend.
`legend.height`	The height of the legend.
`legend.stack`	The stack of the legend.
`legend.group.frame`	The frame of the group of the legend.
`legend.resize_as_group`	The resize_as_group of the legend.
`legend.reverse`	The reverse of the legend.
`legend.na.show`	The visibility of the na of the legend. TRUE or FALSE.
`legend.title.color`	The color of the title of the legend.
`legend.title.size`	The size of the title of the legend.
`legend.title.fontface`	The font face of the title of the legend. See `graphics::par`, option 'font'.
`legend.title.fontfamily`	The font family of the title of the legend. See `graphics::par`, option 'family'.
`legend.xlab.color`	The color of the xlab of the legend.
`legend.xlab.size`	The size of the xlab of the legend.
`legend.xlab.fontface`	The font face of the xlab of the legend. See `graphics::par`, option 'font'.
`legend.xlab.fontfamily`	The font family of the xlab of the legend. See `graphics::par`, option 'family'.
`legend.ylab.color`	The color of the ylab of the legend.
`legend.ylab.size`	The size of the ylab of the legend.
`legend.ylab.fontface`	The font face of the ylab of the legend. See `graphics::par`, option 'font'.
`legend.ylab.fontfamily`	The font family of the ylab of the legend. See `graphics::par`, option 'family'.

`legend.text.color`	The color of the text of the legend.
`legend.text.size`	The size of the text of the legend.
`legend.text.fontface`	The font face of the text of the legend. See `graphics::par`, option 'font'.
`legend.text.fontfamily`	The font family of the text of the legend. See `graphics::par`, option 'family'.
`legend.frame`	The frame of the legend.
`legend.frame.lwd`	The line width of the frame of the legend. See `graphics::par`, option 'lwd'.
`legend.frame.r`	The r (radius) of the frame of the legend.
`legend.bg.color`	The color of the bg of the legend.
`legend.bg.alpha`	The alpha transparency of the bg of the legend.
`legend.only`	The only of the legend.
`legend.settings.standard.portrait`	The portrait of the standard of the settings of the legend.
`legend.settings.standard.landscape`	The landscape of the standard of the settings of the legend.
`chart.show`	The visibility of the chart. TRUE or FALSE.
`chart.plot.axis.x`	The x of the axis of the plot of the chart.
`chart.plot.axis.y`	The y of the axis of the plot of the chart.
`chart.position`	The position of the chart.
`chart.width`	The width of the chart.
`chart.height`	The height of the chart.
`chart.stack`	The stack of the chart.
`chart.group.frame`	The frame of the group of the chart.
`chart.resize_as_group`	The resize_as_group of the chart.
`chart.reverse`	The reverse of the chart.
`chart.na.show`	The visibility of the na of the chart. TRUE or FALSE.
`chart.title.color`	The color of the title of the chart.
`chart.title.size`	The size of the title of the chart.

`chart.title.fontface`	The font face of the title of the chart. See `graphics::par`, option 'font'.
`chart.title.fontfamily`	The font family of the title of the chart. See `graphics::par`, option 'family'.
`chart.xlab.color`	The color of the xlab of the chart.
`chart.xlab.size`	The size of the xlab of the chart.
`chart.xlab.fontface`	The font face of the xlab of the chart. See `graphics::par`, option 'font'.
`chart.xlab.fontfamily`	The font family of the xlab of the chart. See `graphics::par`, option 'family'.
`chart.ylab.color`	The color of the ylab of the chart.
`chart.ylab.size`	The size of the ylab of the chart.
`chart.ylab.fontface`	The font face of the ylab of the chart. See `graphics::par`, option 'font'.
`chart.ylab.fontfamily`	The font family of the ylab of the chart. See `graphics::par`, option 'family'.
`chart.text.color`	The color of the text of the chart.
`chart.text.size`	The size of the text of the chart.
`chart.text.fontface`	The font face of the text of the chart. See `graphics::par`, option 'font'.
`chart.text.fontfamily`	The font family of the text of the chart. See `graphics::par`, option 'family'.
`chart.frame`	The frame of the chart.
`chart.frame.lwd`	The line width of the frame of the chart. See `graphics::par`, option 'lwd'.
`chart.frame.r`	The r (radius) of the frame of the chart.
`chart.bg.color`	The color of the bg of the chart.
`chart.bg.alpha`	The alpha transparency of the bg of the chart.
`chart.object.color`	The color of the object of the chart.
`title.show`	The visibility of the title. TRUE or FALSE.
`title.size`	The size of the title.

`title.color`	The color of the title.
`title.fontface`	The font face of the title. See `graphics::par`, option 'font'.
`title.fontfamily`	The font family of the title. See `graphics::par`, option 'family'.
`title.bg.color`	The color of the bg of the title.
`title.bg.alpha`	The alpha transparency of the bg of the title.
`title.padding`	The padding of the title.
`title.frame`	The frame of the title.
`title.frame.lwd`	The line width of the frame of the title. See `graphics::par`, option 'lwd'.
`title.frame.r`	The r (radius) of the frame of the title.
`title.stack`	The stack of the title.
`title.position`	The position of the title.
`title.width`	The width of the title.
`title.group.frame`	The frame of the group of the title.
`title.resize_as_group`	The resize_as_group of the title.
`credits.show`	The visibility of the credits. TRUE or FALSE.
`credits.size`	The size of the credits.
`credits.color`	The color of the credits.
`credits.fontface`	The font face of the credits. See `graphics::par`, option 'font'.
`credits.fontfamily`	The font family of the credits. See `graphics::par`, option 'family'.
`credits.bg.color`	The color of the bg of the credits.
`credits.bg.alpha`	The alpha transparency of the bg of the credits.
`credits.padding`	The padding of the credits.
`credits.frame`	The frame of the credits.
`credits.frame.lwd`	The line width of the frame of the credits. See `graphics::par`, option 'lwd'.
`credits.frame.r`	The r (radius) of the frame of the credits.
`credits.stack`	The stack of the credits.
`credits.position`	The position of the credits.

`credits.width`	The width of the credits.
`credits.height`	The height of the credits.
`credits.group.frame`	The frame of the group of the credits.
`credits.resize_as_group`	The resize_as_group of the credits.
`compass.north`	The north of the compass.
`compass.type`	The type of the compass.
`compass.text.size`	The size of the text of the compass.
`compass.size`	The size of the compass.
`compass.show.labels`	The labels of the show of the compass.
`compass.cardinal.directions`	The directions of the cardinal of the compass.
`compass.text.color`	The color of the text of the compass.
`compass.color.dark`	The dark of the color of the compass.
`compass.color.light`	The light of the color of the compass.
`compass.lwd`	The line width of the compass. See `graphics::par`, option 'lwd'.
`compass.bg.color`	The color of the bg of the compass.
`compass.bg.alpha`	The alpha transparency of the bg of the compass.
`compass.margins`	The margins of the compass. A vector of 4 values: bottom, left, top, right. The unit is the device height (for bottom and top) or width (for left and right).
`compass.show`	The visibility of the compass. TRUE or FALSE.
`compass.stack`	The stack of the compass.
`compass.position`	The position of the compass.
`compass.frame`	The frame of the compass.
`compass.frame.lwd`	The line width of the frame of the compass. See `graphics::par`, option 'lwd'.
`compass.frame.r`	The r (radius) of the frame of the compass.
`compass.group.frame`	The frame of the group of the compass.

`compass.resize_as_group`	The resize_as_group of the compass.
`logo.height`	The height of the logo.
`logo.margins`	The margins of the logo. A vector of 4 values: bottom, left, top, right. The unit is the device height (for bottom and top) or width (for left and right).
`logo.between_margin`	The between_margin of the logo.
`logo.show`	The visibility of the logo. TRUE or FALSE.
`logo.stack`	The stack of the logo.
`logo.position`	The position of the logo.
`logo.frame`	The frame of the logo.
`logo.frame.lwd`	The line width of the frame of the logo. See `graphics::par`, option 'lwd'.
`logo.frame.r`	The r (radius) of the frame of the logo.
`logo.group.frame`	The frame of the group of the logo.
`logo.resize_as_group`	The resize_as_group of the logo.
`scalebar.show`	The visibility of the scalebar. TRUE or FALSE.
`scalebar.breaks`	The break values of the scalebar.
`scalebar.width`	The width of the scalebar.
`scalebar.text.size`	The size of the text of the scalebar.
`scalebar.text.color`	The color of the text of the scalebar.
`scalebar.color.dark`	The dark of the color of the scalebar.
`scalebar.color.light`	The light of the color of the scalebar.
`scalebar.lwd`	The line width of the scalebar. See `graphics::par`, option 'lwd'.
`scalebar.bg.color`	The color of the bg of the scalebar.
`scalebar.bg.alpha`	The alpha transparency of the bg of the scalebar.
`scalebar.size`	The size of the scalebar.
`scalebar.margins`	The margins of the scalebar. A vector of 4 values: bottom, left, top, right. The unit is the device height (for bottom and top) or width (for left and right).
`scalebar.stack`	The stack of the scalebar.

`scalebar.position`	The position of the scalebar.
`scalebar.frame`	The frame of the scalebar.
`scalebar.frame.lwd`	The line width of the frame of the scalebar. See `graphics::par`, option 'lwd'.
`scalebar.frame.r`	The r (radius) of the frame of the scalebar.
`scalebar.group.frame`	The frame of the group of the scalebar.
`scalebar.resize_as_group`	The resize_as_group of the scalebar.
`grid.show`	The visibility of the grid. TRUE or FALSE.
`grid.labels.pos`	The pos of the labels of the grid.
`grid.x`	The x of the grid.
`grid.y`	The y of the grid.
`grid.n.x`	The x of the n of the grid.
`grid.n.y`	The y of the n of the grid.
`grid.crs`	The coordinate reference system (CRS) of the grid.
`grid.col`	The color of the grid.
`grid.lwd`	The line width of the grid. See `graphics::par`, option 'lwd'.
`grid.alpha`	The alpha transparency of the grid.
`grid.labels.show`	The visibility of the labels of the grid. TRUE or FALSE.
`grid.labels.size`	The size of the labels of the grid.
`grid.labels.col`	The color of the labels of the grid.
`grid.labels.rot`	The rot of the labels of the grid.
`grid.labels.format`	The format of the labels of the grid.
`grid.labels.cardinal`	The cardinal of the labels of the grid.
`grid.labels.margin.x`	The x of the margin of the labels of the grid.
`grid.labels.margin.y`	The y of the margin of the labels of the grid.
`grid.labels.space.x`	The x of the space of the labels of the grid.
`grid.labels.space.y`	The y of the space of the labels of the grid.

`grid.labels.inside_frame`	The inside_frame of the labels of the grid.
`grid.ticks`	The ticks of the grid.
`grid.lines`	The lines of the grid.
`grid.ndiscr`	The ndiscr of the grid.
`mouse_coordinates.stack`	The stack of the mouse_coordinates.
`mouse_coordinates.position`	The position of the mouse_coordinates.
`mouse_coordinates.show`	The visibility of the mouse_coordinates. TRUE or FALSE.
`minimap.server`	The server of the minimap.
`minimap.toggle`	The toggle of the minimap.
`minimap.stack`	The stack of the minimap.
`minimap.position`	The position of the minimap.
`minimap.show`	The visibility of the minimap. TRUE or FALSE.
`panel.show`	The visibility of the panel. TRUE or FALSE.
`panel.labels`	The labels of the panel.
`panel.label.size`	The size of the label of the panel.
`panel.label.color`	The color of the label of the panel.
`panel.label.fontface`	The font face of the label of the panel. See `graphics::par`, option 'font'.
`panel.label.fontfamily`	The font family of the label of the panel. See `graphics::par`, option 'family'.
`panel.label.bg.color`	The color of the bg of the label of the panel.
`panel.label.frame`	The frame of the label of the panel.
`panel.label.frame.lwd`	The line width of the frame of the label of the panel. See `graphics::par`, option 'lwd'.
`panel.label.frame.r`	The r (radius) of the frame of the label of the panel.
`panel.label.height`	The height of the label of the panel.
`panel.label.rot`	The rot of the label of the panel.
`bbox`	The bounding box of the .

`set_bounds`	The set_bounds of the .
`set_view`	The set_view of the .
`set_zoom_limits`	The set_zoom_limits of the .
`qtm.scalebar`	The scalebar of the qtm.
`qtm.minimap`	The minimap of the qtm.
`qtm.mouse_coordinates`	The mouse_coordinates of the qtm.
`earth_boundary`	The earth_boundary of the .
`earth_boundary.color`	The color of the earth_boundary.
`earth_boundary.lwd`	The line width of the earth_boundary. See `graphics::par`, option 'lwd'.
`earth_datum`	The earth_datum of the .
`space.color`	The color of the space.
`check_and_fix`	The check_and_fix of the .
`basemap.show`	The visibility of the basemap. TRUE or FALSE.
`basemap.server`	The server of the basemap.
`basemap.alpha`	The alpha transparency of the basemap.
`basemap.zoom`	The zoom of the basemap.
`tiles.show`	The visibility of the tiles. TRUE or FALSE.
`tiles.server`	The server of the tiles.
`tiles.alpha`	The alpha transparency of the tiles.
`tiles.zoom`	The zoom of the tiles.
`attr.color`	The color of the attr.
`title`	deprecated See `tm_title()`
`main.title`	deprecated See `tm_title()`
`main.title.size`, `main.title.color`, `main.title.fontface`, `main.title.fontfamily`, `main.title.position`	deprecated. Use the `title.` options instead.
`mode`	mode, e.g. `"plot"` or `"view"`
`default.options`	return the default options or the current options?
`style`	style, see `tmap_style()` for available styles

`tm_compass` *Map component: compass*

Description

Map component that adds a compass

Usage

```
tm_compass(
  north,
  type,
  text.size,
  size,
  show.labels,
  cardinal.directions,
  text.color,
  color.dark,
  color.light,
  lwd,
  position,
  bg.color,
  bg.alpha,
  stack,
  just,
  frame,
  frame.lwd,
  frame.r,
  margins,
  z
)
```

Arguments

`north`	north
`type`	type
`text.size`	text.size
`size`	size
`show.labels`	show.labels
`cardinal.directions`	cardinal.directions
`text.color`	text.color
`color.dark`	color.dark
`color.light`	color.light
`lwd`	lwd

`position`	position
`bg.color`	bg.color
`bg.alpha`	bg.alpha
`stack`	stack
`just`	just
`frame`	frame
`frame.lwd`	frame.lwd
`frame.r`	frame.r
`margins`	margins
`z`	z

`tm_const` *tmap function to define a constant visual value*

Description

tmap function to define a constant visual value

Usage

```
tm_const()
```

`tm_credits` *Map component: (credits) text*

Description

Map component that adds a text, typically used as credits

Usage

```
tm_credits(
  text,
  size,
  color,
  padding,
  fontface,
  fontfamily,
  stack,
  just,
  frame,
  frame.lwd,
  frame.r,
  bg.color,
  bg.alpha,
  position,
  width,
  height,
  group.frame,
  resize_as_group,
  z
)
```

Arguments

`text`	text of the title
`size`	font size of the title
`color`	color
`padding`	padding
`fontface`	font face
`fontfamily`	font family
`stack`	stack
`just`	just
`frame`	frame
`frame.lwd`	frame.lwd
`frame.r`	frame.r
`bg.color`	bg.color
`bg.alpha`	bg.alpha
`position`	position
`width`	width
`height`	height
`group.frame`	group.frame
`resize_as_group`	resize_as_group
`z`	z

`tm_facets` *Specify facets*

Description

- `tm_facets_wrap()` specify facets for one grouping variable (so one faceting dimension).
- `tm_facets_(hv)stack()` stacks the facets either horizontally or vertically (one grouping variable).
- `tm_facets_grid()` supports up to three faceting dimensions.
- `tm_facets_pagewise()` can be used to replace the old `along` argument.
- `tm_facets_flip()` can be used to flip facets.
- `tm_facets()` is the core function, but it is recommended to use the other functions.

Usage

```
tm_facets(
  by = NULL,
  rows = NULL,
  columns = NULL,
  pages = NULL,
  as.layers = FALSE,
  nrow = NA,
  ncol = NA,
  byrow = TRUE,
  orientation = NA,
  free.coords = NA,
  drop.units = TRUE,
  drop.empty.facets = TRUE,
  drop.NA.facets = FALSE,
  sync = TRUE,
  na.text = NA,
  scale.factor = 2,
  type = NA,
  along = NULL,
  free.scales = NULL,
  ...
)

tm_facets_grid(rows = NULL, columns = NULL, pages = NULL, ...)

tm_facets_wrap(by = "VARS__", nrow = NA, ncol = NA, byrow = TRUE, ...)

tm_facets_pagewise(by = "VARS__", nrow = 1, ncol = 1, byrow = TRUE, ...)

tm_facets_stack(by = "VARS__", orientation = NA, ...)

tm_facets_hstack(by = "VARS__", ...)

tm_facets_vstack(by = "VARS__", ...)

tm_facets_flip(...)
```

Arguments

`by`	Group by variable (only for a facet wrap or facet stack)
`rows`	Variable that specifies the rows (only for a facet grid)
`columns`	Variable that specifies the columns (only for a facet grid)
`pages`	Variable that specifies the pages (only for a facet grid)
`as.layers`	show facets as layers?
`nrow`	Number of rows
`ncol`	Number of columns

`byrow`	Should facets be wrapped by row?
`orientation`	For facet stack: horizontal or vertical?
`free.coords`	Logical. If the `by` argument is specified, should each map has its own coordinate ranges? By default `TRUE`, unless facets are shown in as different layers (`as.layers = TRUE`)
`drop.units`	Logical. If the `by` argument is specified, should non-selected spatial units be dropped? If `FALSE`, they are plotted where mapped aesthetics are regarded as missing values. Not applicable for raster shapes. By default `TRUE`.
`drop.empty.facets`	Logical. If the `by` argument is specified, should empty facets be dropped? Empty facets occur when the `by`-variable contains unused levels. When `TRUE` and two `by`-variables are specified, empty rows and columns are dropped.
`drop.NA.facets`	Logical. If the `by` argument is specified, and all data values for specific facets are missing, should these facets be dropped? `FALSE` by default. In v3, it was called `showNA`.
`sync`	Logical. Should the navigation in view mode (zooming and panning) be synchronized? By default `TRUE` if the facets have the same bounding box. This is generally the case when rasters are plotted, or when `free.coords` is `FALSE`.
`na.text`	Text used for facets of missing values. In v3, it was `textNA`.
`scale.factor`	Number that determines how the elements (e.g. font sizes, symbol sizes, line widths) of the small multiples are scaled in relation to the scaling factor of the shapes. The elements are scaled to the `scale.factor`th root of the scaling factor of the shapes. So, for `scale.factor=1`, they are scaled proportional to the scaling of the shapes. Since elements, especially text, are often too small to read, a higher value is recommended. By default, `scale.factor=2`.
`type`	`"grid"`, `"wrap"` or `"stack"`
`along`	deprecated Please use `tm_facets_pagewisse()`
`free.scales`	deprecated. Please use the `.free` arguments in the layer functions, e.g. `fill.free` in `tm_polygons`.
`...`	passed on to `tm_facets()`

Examples

```
tm_shape(NLD_dist) +
  tm_polygons("edu_appl_sci",
    fill.scale = tm_scale_intervals(values = "pu_gn", style = "kmeans", n = 7)) +
  tm_facets(by = "province") +
tm_shape(NLD_muni) +
  tm_borders(lwd = 3) +
  tm_facets(by = "province") +
tm_title("Population with a univeristy degree (incl appl. sciences), percentages")
```

```
tm_shape(World) +
  tm_polygons(c("gender", "press"),
    fill.scale = list(tm_scale_intervals(values = "bu_br_div", midpoint = 0.5),
      tm_scale_intervals(values = "pu_gn_div", midpoint = 50)),
    fill.legend = tm_legend("")) +
tm_layout(panel.labels = c("Gender Inequality Index (GII)", "World Press Freedom Index"))
```

`tm_graticules` *Coordinate grid / graticule lines*

Description

Draw latitude and longitude graticules. It creates a `tmap-element` that draws coordinate grid lines. It serves as a layer that can be drawn anywhere between other layers. See `tm_grid()` for drawing horizontal lines.

Usage

```
tm_graticules(
  x = NA,
  y = NA,
  n.x = NA,
  n.y = NA,
  crs = 4326,
  labels.format = list(suffix = intToUtf8(176)),
  labels.cardinal = TRUE,
  ...
)
```

Arguments

`x`	X coordinates for vertical grid lines. If `NA`, it is specified with a pretty scale and `n.x`.
`y`	Y coordinates for horizontal grid lines. If `NA`, it is specified with a pretty scale and `n.y`.
`n.x`	Preferred number of grid lines for the x axis. For the labels, a `pretty()` sequence is used, so the number of actual labels may be different than `n.x`.
`n.y`	Preferred number of grid lines for the y axis. For the labels, a `pretty()` sequence is used, so the number of actual labels may be different than `n.y`.
`crs`	Projection character. If specified, the grid lines are projected accordingly. Many world maps are projected, but still have latitude longitude (EPSG 4326) grid lines.
`labels.format`	List of formatting options for the grid labels. Parameters are:

- **fun** Function to specify the labels. It should take a numeric vector, and should return a character vector of the same size. By default it is not specified. If specified, the list items `scientific`, `format`, and `digits` (see below) are not used.
- **scientific** Should the labels be formatted scientifically? If so, square brackets are used, and the `format` of the numbers is `"g"`. Otherwise, `format="f"`, and `text.separator`, `text.less.than`, and `text.or.more` are used. Also, the numbers are automatically rounded to millions or billions if applicable.
- **format** By default, `"f"`, i.e. the standard notation `xxx.xxx`, is used. If `scientific=TRUE` then `"g"`, which means that numbers are formatted scientifically, i.e. `n.dddE+nn` if needed to save space.
- **digits** Number of digits after the decimal point if `format="f"`, and the number of significant digits otherwise.
- **...** Other arguments passed on to `formatC()`

`labels.cardinal`
Add the four cardinal directions (N, E, S, W) to the labels, instead of using negative coordinates for west and south (so it assumes that the coordinates are positive in the north-east direction).

`...` Arguments passed on to `tm_grid`

- `col` Color of the grid lines.
- `lwd` Line width of the grid lines
- `alpha` Alpha transparency of the grid lines. Number between 0 and 1. By default, the alpha transparency of `col` is taken.
- `labels.show` Show tick labels. Either one value for both `x` and `y` axis, or a vector two: the first for `x` and latter for `y`.
- `labels.pos` position of the labels. Vector of two: the horizontal (”left” or ”right”) and the vertical (”top” or ”bottom”) position.
- `labels.size` Font size of the tick labels
- `labels.col` Font color of the tick labels
- `labels.rot` Rotation angles of the labels. Vector of two values: the first is the rotation angle (in degrees) of the tick labels on the x axis and the second is the rotation angle of the tick labels on the y axis. Only `0`, `90`, `180`, and `270` are valid values.
- `labels.margin.x` Margin between tick labels of x axis and the frame. Note that when `labels.inside_frame = FALSE` and `ticks = TRUE`, the ticks will be adjusted accordingly.
- `labels.margin.y` Margin between tick labels of y axis and the frame. Note that when `labels.inside_frame = FALSE` and `ticks = TRUE`, the ticks will be adjusted accordingly.
- `labels.space.x` Space that is used for the labels and ticks for the x-axis when `labels.inside_frame = FALSE`. By default, it is determined automatically using the widths and heights of the tick labels. The unit of this parameter is text line height.
- `labels.space.y` Space that is used for the labels and ticks for the y-axis when `labels.inside_frame = FALSE`. By default, it is determined

automatically using the widths and heights of the tick labels. The unit of this parameter is text line height.

`labels.inside_frame` Show labels inside the frame? By default `FALSE`.

`ticks` If `labels.inside_frame = FALSE`, should ticks can be drawn between the labels and the frame? Either one value for both `x` and `y` axis, or a vector two: the first for `x` and latter for `y`.

`lines` If `labels.inside_frame = FALSE`, should grid lines can be drawn?

`ndiscr` Number of points to discretize a parallel or meridian (only applicable for curved grid lines)

`zindex` zindex of the pane in view mode. By default, it is set to the layer number plus 400. By default, the tmap layers will therefore be placed in the custom panes `"tmap401"`, `"tmap402"`, etc., except for the base tile layers, which are placed in the standard `"tile"`. This parameter determines both the name of the pane and the z-index, which determines the pane order from bottom to top. For instance, if `zindex` is set to 500, the pane will be named `"tmap500"`.

`group` Name of the group to which this layer belongs. This is only relevant in view mode, where layer groups can be switched (see `group.control`)

`group.control` In view mode, the group control determines how layer groups can be switched on and off. Options: `"radio"` for radio buttons (meaning only one group can be shown), `"check"` for check boxes (so multiple groups can be shown), and `"none"` for no control (the group cannot be (de)selected).

Examples

```
current.mode <- tmap_mode("plot")

tm_shape(NLD_muni) +
 tm_polygons() +
 tm_grid()

tm_shape(NLD_muni) +
 tm_polygons() +
 tm_grid(crs = 4326)

tm_shape(NLD_muni) +
 tm_polygons() +
 tm_grid(crs = 3035, labels.inside.frame = TRUE)

tm_shape(World) +
 tm_polygons() +
 tm_facets(by = "continent") +
 tm_grid(labels.inside.frame = TRUE)

tm_shape(NLD_muni) +
 tm_polygons() +
 tm_graticules()

tm_shape(NLD_muni) +
 tm_polygons() +
 tm_graticules(labels.pos = c("right", "top"))


data(NLD_muni, World)

tmap_arrange(
 qtm(NLD_muni, borders = NULL) + tm_grid(),
 qtm(NLD_muni, borders = NULL) + tm_graticules()
)

qtm(World, shape.crs = "+proj=robin", style = "natural") +
 tm_graticules(ticks = FALSE) +
 tm_layout(frame=FALSE)

tmap_mode(current.mode)
```

tm_grid *Coordinate grid / graticule lines*

Description

- `tm_grid()` draws horizontal and vertical lines according to the coordinate system of the (master) shape object.

Creates a `tmap-element` that draws coordinate grid lines. It serves as a layer that can be drawn anywhere between other layers. See `tm_graticules()` to draw latitude and longitude graticules.

Usage

```
tm_grid(
  x = NA,
  y = NA,
  n.x = NA,
  n.y = NA,
  crs = NA,
  col = NA,
  lwd = 1,
  alpha = NA,
  labels.show = TRUE,
  labels.pos = c("left", "bottom"),
  labels.size = 0.6,
  labels.col = NA,
  labels.rot = c(0, 0),
  labels.format = list(big.mark = ","),
  labels.cardinal = FALSE,
  labels.margin.x = 0,
  labels.margin.y = 0,
  labels.space.x = NA,
  labels.space.y = NA,
  labels.inside_frame = FALSE,
  ticks = labels.show & !labels.inside_frame,
  lines = TRUE,
  ndiscr = 100,
  zindex = NA,
  group = NA,
  group.control = "none",
  ...
)
```

Arguments

`x`	X coordinates for vertical grid lines. If `NA`, it is specified with a pretty scale and `n.x`.
`y`	Y coordinates for horizontal grid lines. If `NA`, it is specified with a pretty scale and `n.y`.
`n.x`	Preferred number of grid lines for the x axis. For the labels, a `pretty()` sequence is used, so the number of actual labels may be different than `n.x`.
`n.y`	Preferred number of grid lines for the y axis. For the labels, a `pretty()` sequence is used, so the number of actual labels may be different than `n.y`.
`crs`	Projection character. If specified, the grid lines are projected accordingly. Many world maps are projected, but still have latitude longitude (EPSG 4326) grid lines.
`col`	Color of the grid lines.
`lwd`	Line width of the grid lines
`alpha`	Alpha transparency of the grid lines. Number between 0 and 1. By default, the alpha transparency of `col` is taken.
`labels.show`	Show tick labels. Either one value for both `x` and `y` axis, or a vector two: the first for `x` and latter for `y`.
`labels.pos`	position of the labels. Vector of two: the horizontal (”left” or ”right”) and the vertical (”top” or ”bottom”) position.
`labels.size`	Font size of the tick labels
`labels.col`	Font color of the tick labels
`labels.rot`	Rotation angles of the labels. Vector of two values: the first is the rotation angle (in degrees) of the tick labels on the x axis and the second is the rotation angle of the tick labels on the y axis. Only `0`, `90`, `180`, and `270` are valid values.
`labels.format`	List of formatting options for the grid labels. Parameters are: **fun** Function to specify the labels. It should take a numeric vector, and should return a character vector of the same size. By default it is not specified. If specified, the list items `scientific`, `format`, and `digits` (see below) are not used.

scientific Should the labels be formatted scientifically? If so, square brackets are used, and the `format` of the numbers is `"g"`. Otherwise, `format="f"`, and `text.separator`, `text.less.than`, and `text.or.more` are used. Also, the numbers are automatically rounded to millions or billions if applicable.

format By default, `"f"`, i.e. the standard notation `xxx.xxx`, is used. If `scientific=TRUE` then `"g"`, which means that numbers are formatted scientifically, i.e. `n.dddE+nn` if needed to save space.

digits Number of digits after the decimal point if `format="f"`, and the number of significant digits otherwise.

... Other arguments passed on to `formatC()`

`labels.cardinal`
Add the four cardinal directions (N, E, S, W) to the labels, instead of using negative coordinates for west and south (so it assumes that the coordinates are positive in the north-east direction).

`labels.margin.x`
Margin between tick labels of x axis and the frame. Note that when `labels.inside_frame = FALSE` and `ticks = TRUE`, the ticks will be adjusted accordingly.

`labels.margin.y`
Margin between tick labels of y axis and the frame. Note that when `labels.inside_frame = FALSE` and `ticks = TRUE`, the ticks will be adjusted accordingly.

`labels.space.x`
Space that is used for the labels and ticks for the x-axis when `labels.inside_frame = FALSE`. By default, it is determined automatically using the widths and heights of the tick labels. The unit of this parameter is text line height.

`labels.space.y`
Space that is used for the labels and ticks for the y-axis when `labels.inside_frame = FALSE`. By default, it is determined automatically using the widths and heights of the tick labels. The unit of this parameter is text line height.

`labels.inside_frame`
Show labels inside the frame? By default `FALSE`.

`ticks` If `labels.inside_frame = FALSE`, should ticks can be drawn between the labels and the frame? Either one value for both `x` and `y` axis, or a vector two: the first for `x` and latter for `y`.

`lines` If `labels.inside_frame = FALSE`, should grid lines can be drawn?

`ndiscr` Number of points to discretize a parallel or meridian (only applicable for curved grid lines)

`zindex` zindex of the pane in view mode. By default, it is set to the layer number plus 400. By default, the tmap layers will therefore be placed in the custom panes `"tmap401"`, `"tmap402"`, etc., except for the base tile layers, which are placed in the standard `"tile"`. This parameter determines both the name of the pane and the z-index, which determines the pane order from bottom to top. For instance, if `zindex` is set to 500, the pane will be named `"tmap500"`.

`group`	Name of the group to which this layer belongs. This is only relevant in view mode, where layer groups can be switched (see `group.control`)
`group.control`	In view mode, the group control determines how layer groups can be switched on and off. Options: `"radio"` for radio buttons (meaning only one group can be shown), `"check"` for check boxes (so multiple groups can be shown), and `"none"` for no control (the group cannot be (de)selected).
`...`	Used to catch deprecated arguments from tmap v3.

Examples

```
current.mode <- tmap_mode("plot")

tm_shape(NLD_muni) +
 tm_polygons() +
 tm_grid()

tm_shape(NLD_muni) +
 tm_polygons() +
 tm_grid(crs = 4326)

tm_shape(NLD_muni) +
 tm_polygons() +
 tm_grid(crs = 3035, labels.inside.frame = TRUE)

tm_shape(World) +
 tm_polygons() +
 tm_facets(by = "continent") +
 tm_grid(labels.inside.frame = TRUE)

tm_shape(NLD_muni) +
 tm_polygons() +
 tm_graticules()

tm_shape(NLD_muni) +
 tm_polygons() +
 tm_graticules(labels.pos = c("right", "top"))


data(NLD_muni, World)

tmap_arrange(
 qtm(NLD_muni, borders = NULL) + tm_grid(),
 qtm(NLD_muni, borders = NULL) + tm_graticules()
)

qtm(World, shape.crs = "+proj=robin", style = "natural") +
 tm_graticules(ticks = FALSE) +
 tm_layout(frame=FALSE)

tmap_mode(current.mode)
```

`tm_group` *Layer group control*

Description

Controls the layer groups in interactive maps (view mode): the layer control box (radio buttons or check boxes) and at which zoom levels the layers are displayed at.

Usage

```
tm_group(name, control = NA, zoom_levels = NA)
```

Arguments

`name`	group name that corresponds with the group name specified in the layer functions (e.g. `tm_polygons()`)
`control`	The group control determines how layer groups can be switched on and off. Options: `"radio"` for radio buttons (meaning only one group can be shown), `"check"` for check boxes (so multiple groups can be shown), and `"none"` for no control (the group cannot be (de)selected).
`zoom_levels`	The zoom levels at which the group is displays at. When specified `control` will be set to `"none"`.

`tm_iso` *Map layer: iso (contour)*

Description

Map layer that draws iso (contour) lines. Stack of `tm_lines()` and tm_labels_highlighted.

Usage

```
tm_iso(
  col,
  text,
  ...,
  options_lines = opt_tm_lines(),
  options_labels = opt_tm_labels()
)
```

Arguments

`col`	Visual variable that determines the color. See details.
`text`	Visual variable that determines the text. See details.
`...`	passed on to `tm_lines()` and `tm_labels_highlighted()`. For the text color and alpha transparency of the text labels, please use `text_col` and `text_alpha` instead of `col` and `col_alpha`.
`options_lines`	The options for `tm_lines()`
`options_labels`	The options for `tm_labels_highlighted()`

`tm_legend` *Legend*

Description

Legend specification

Usage

```
tm_legend(
  title,
  show,
  orientation,
  design,
  reverse,
  na.show,
  position,
  width,
  height,
  stack,
  z,
  group.frame,
  resize_as_group,
  title.color,
  title.size,
  title.fontface,
  title.fontfamily,
  title.padding,
  text.color,
  text.size,
  text.fontface,
  text.fontfamily,
  format,
  frame,
  frame.lwd,
  frame.r,
  bg.color,
  bg.alpha,
  item.height,
  item.width,
  item.space,
  item.na.height,
  item.na.width,
  item.na.space,
  item.shape,
  ticks,
  ticks.disable.na,
  ticks.col,
  ticks.lwd,
  title.align,
  margins,
  margin.item.text,
  ...
)

tm_legend_hide()

tm_legend_combine(variable)
```

Arguments

`title`	Legend title
`show`	Show legend?
`orientation`	Orientation of the legend: `"portrait"` or `"landscape"`
`design`	PARAM_DESCRIPTION
`reverse`	Should the legend be reversed?
`na.show`	PARAM_DESCRIPTION
`position`	PARAM_DESCRIPTION
`width`	Width of the legend
`height`	Height of the legend
`stack`	PARAM_DESCRIPTION
`z`	PARAM_DESCRIPTION
`group.frame`	PARAM_DESCRIPTION
`resize_as_group`	PARAM_DESCRIPTION
`title.color`	Color of the legend title
`title.size`	Size of the legend title
`title.fontface`	Font face of the legend title

`title.fontfamily`	Font family of the legend title
`title.padding`	PARAM_DESCRIPTION
`text.color`	Color of the legend text
`text.size`	Size of the legend text
`text.fontface`	Font face of the legend text
`text.fontfamily`	Font family of the legend text
`format`	PARAM_DESCRIPTION
`frame`	PARAM_DESCRIPTION
`frame.lwd`	PARAM_DESCRIPTION
`frame.r`	PARAM_DESCRIPTION
`bg.color`	Background color of the legend
`bg.alpha`	Background transparency of the legend
`item.height`	PARAM_DESCRIPTION
`item.width`	PARAM_DESCRIPTION
`item.space`	PARAM_DESCRIPTION
`item.na.height`	PARAM_DESCRIPTION
`item.na.width`	PARAM_DESCRIPTION
`item.na.space`	PARAM_DESCRIPTION
`item.shape`	PARAM_DESCRIPTION
`ticks`	PARAM_DESCRIPTION
`ticks.disable.na`	PARAM_DESCRIPTION
`ticks.col`	PARAM_DESCRIPTION
`ticks.lwd`	PARAM_DESCRIPTION
`title.align`	PARAM_DESCRIPTION
`margins`	PARAM_DESCRIPTION
`margin.item.text`	PARAM_DESCRIPTION
`...`	passed on (?)
`variable`	visual (or transformation) variable to combine the legend with: e.g. `"fill"` or `"size"`

Value

A tm_legend component

`tm_lines` *Map layer: lines*

Description

Map layer that draws lines. Supported visual variables are: `col` (the color), `lwd` (line width), `lty` (line type), and `col_alpha` (color alpha transparency).

Usage

```
tm_lines(
  col = tm_const(),
  col.scale = tm_scale(),
  col.legend = tm_legend(),
  col.chart = tm_chart_none(),
  col.free = NA,
  lwd = tm_const(),
  lwd.scale = tm_scale(),
  lwd.legend = tm_legend(),
  lwd.chart = tm_chart_none(),
  lwd.free = NA,
  lty = tm_const(),
  lty.scale = tm_scale(),
  lty.legend = tm_legend(),
  lty.chart = tm_chart_none(),
  lty.free = NA,
  col_alpha = tm_const(),
  col_alpha.scale = tm_scale(),
  col_alpha.legend = tm_legend(),
  col_alpha.chart = tm_chart_none(),
  col_alpha.free = NA,
  linejoin = "round",
  lineend = "round",
  plot.order = tm_plot_order("lwd", reverse = TRUE, na.order = "bottom"),
  zindex = NA,
  group = NA,
  group.control = "check",
  popup.vars = NA,
  popup.format = list(),
  hover = NA,
  id = "",
  options = opt_tm_lines(),
  ...
)

opt_tm_lines(lines.only = "ifany")
```

Arguments

`col`, `col.scale`, `col.legend`, `col.chart`, `col.free`	Visual variable that determines the color. See details.
`lwd`, `lwd.scale`, `lwd.legend`, `lwd.chart`, `lwd.free`	Visual variable that determines the line width. See details.
`lty`, `lty.scale`, `lty.legend`, `lty.chart`, `lty.free`	Visual variable that determines the line type. See details.
`col_alpha`, `col_alpha.scale`, `col_alpha.legend`, `col_alpha.chart`, `col_alpha.free`	Visual variable that determines the color transparency. See details.
`linejoin`, `lineend`	line join and line end. See gpar() for details.
`plot.order`	Specification in which order the spatial features are drawn. See `tm_plot_order()` for details.
`zindex`	Map layers are drawn on top of each other. The `zindex` numbers (one for each map layer) determines the stacking order. By default the map layers are drawn in the order they are called.
`group`	Name of the group to which this layer belongs. This is only relevant in view mode, where layer groups can be switched (see `group.control`)
`group.control`	In view mode, the group control determines how layer groups can be switched on and off. Options: `"radio"` for radio buttons (meaning only one group can be shown), `"check"` for check boxes (so multiple groups can be shown), and `"none"` for no control (the group cannot be (de)selected).
`popup.vars`	names of data variables that are shown in the popups in `"view"` mode. Set popup.vars to `TRUE` to show all variables in the shape object. Set popup.vars to `FALSE` to disable popups. Set `popup.vars` to a character vector of variable names to those those variables in the popups. The default (`NA`) depends on whether visual variables (e.g.`fill`) are used. If so, only those are shown. If not all variables in the shape object are shown.
`popup.format`	list of formatting options for the popup values. See the argument `legend.format` for options. Only applicable for numeric data variables. If one list of formatting options is provided, it is applied to all numeric variables of `popup.vars`. Also, a (named) list of lists can be provided. In that case, each list of formatting options is applied to the named variable.
`hover`	name of the data variable that specifies the hover labels (view mode only). Set to `FALSE` to disable hover labels. By default `FALSE`, unless `id` is specified. In that case, it is set to `id`,
`id`	name of the data variable that specifies the indices of the spatial features. Only used for `"view"` mode.
`options`	options passed on to the corresponding `opt_<layer_function>` function
`...`	to catch deprecated arguments from version < 4.0
`lines.only`	should only line geometries of the shape object (defined in `tm_shape()`) be plotted, or also other geometry types (like polygons)? By default `"ifany"`, which means `TRUE` in case a geometry collection is specified.

Details

The visual variable arguments (e.g. `col`) can be specified with either a data variable name (e.g., a spatial vector attribute or a raster layer of the object specified in `tm_shape()`), or with a visual value (for `col`, a color is expected). Multiple values can be specified: in that case facets are created. These facets can be combined with other faceting data variables, specified with `tm_facets()`.

- The `*.scale` arguments determine the used scale to map the data values to visual variable values. These can be specified with one of the available `tm_scale_*()` functions. The default is specified by the tmap option (`tm_options()`) `scales.var`.
- The `*.legend` arguments determine the used legend, specified with `tm_legend()`. The default legend and its settings are determined by the tmap options (`tm_options()`) `legend.` .
- The `*.chart` arguments specify additional charts, specified with `tm_chart_`, e.g. `tm_chart_histogram()`
- The `*.free` arguments determine whether scales are applied freely across facets, or shared. A logical value is required. They can also be specified with a vector of three logical values; these determine whether scales are applied freely per facet dimension. This is only useful when facets are applied (see `tm_facets()`). There are maximally three facet dimensions: rows, columns, and pages. This only applies for a facet grid (`tm_facets_grid()`). For instance, `col.free = c(TRUE, FALSE, FALSE)` means that for the visual variable `col`, each row of facets will have its own scale, and therefore its own legend. For facet wraps and stacks (`tm_facets_wrap()` and `tm_facets_stack()`) there is only one facet dimension, so the `*.free` argument requires only one logical value.

Examples

```
tm_shape(rivers) +
 tm_lines(lwd = "strokelwd",
    lwd.scale = tm_scale_asis(values.scale = 0.2, value.neutral = 2),
    col = "scalerank",
    col.scale = tm_scale_categorical(values = "seaborn.dark"))

tm_shape(World) +
 tm_lines(col = "continent",
    col.scale = tm_scale_categorical(values = "seaborn.dark"),
    lty = "continent",
    lwd = 1.5,
    lty.legend = tm_legend_combine("col"))
```

`tm_logo` *Map component: logo*

Description

Map component that adds a scale bar. As of version 4.0, `tm_scalebar()` is used instead of `tm_scale_bar()` (now deprecated), because of the potential confusion with the `tm_scale_*()` scaling functions (like `tm_scale_continuous()`).

Usage

```
tm_logo(
  file,
  height,
  margins,
  between_margin,
  stack,
  position,
  frame,
  frame.lwd,
  frame.r,
  group.frame,
  resize_as_group,
  z
)
```

Arguments

`file`	either a filename or url of a png image. If multiple files/urls are provided with a character vector, the logos are placed near each other. To specify logos for small multiples use a list of character values/vectors. In order to stack logos vertically, multiple `tm_logo` elements can be stacked.
`height`	height of the logo in number of text line heights. The width is scaled based the height and the aspect ratio of the logo. If multiple logos are specified by a vector or list, the heights can be specified accordingly.
`margins`	margins
`between_margin`	between_margin
`stack`	stack
`position`	position
`frame`	frame
`frame.lwd`	frame.lwd
`frame.r`	frame.r
`group.frame`	group.frame
`resize_as_group`	resize_as_group
`z`	z

Examples

```
data(World)

tm_shape(World) +
 tm_polygons("HPI", fill.scale = tm_scale_intervals(values = "RdYlGn")) +
 tm_logo(c("https://www.r-project.org/logo/Rlogo.png",
     system.file("img/tmap.png", package="tmap"))) +
 tm_logo("http://blog.kulikulifoods.com/wp-content/uploads/2014/10/logo.png",
   height=5, position = c("left", "top")) +
 tm_format("World")
```

tm_minimap *Map component: minimap*

Description

Map component that adds a minimap in view mode

Usage

```
tm_minimap(server, toggle, stack, position, z, ...)
```

Arguments

`server`	name of the provider or an URL (see `tm_tiles`). By default, it shows the same map as the basemap, and moreover, it will automatically change when the user switches basemaps. Note the latter does not happen when `server` is specified.
`toggle`	should the minimap have a button to minimise it? By default `TRUE`.
`stack`	stack
`position`	position
`z`	z
`...`	arguments passed on to `addMiniMap`.

See Also

`addMiniMap`

tm_mouse_coordinates *Map component: mouse coordinates*

Description

Map component that adds mouse coordinates

Usage

```
tm_mouse_coordinates(stack, position, z)
```

Arguments

`stack`	stack
`position`	position
`z`	z

tm_options *tmap options*

Description

tmap options

Usage

```
tm_options(
  crs,
  facet.max,
  facet.flip,
  free.scales,
  raster.max_cells,
  show.messages,
  show.warnings,
  output.format,
  output.size,
  output.dpi,
  animation.dpi,
  value.const,
  value.na,
  value.null,
  value.blank,
  values.var,
  values.range,
  value.neutral,
  values.scale,
  scales.var,
  scale.misc.args,
  continuous.nclass_per_legend_break,
  continuous.nclasses,
  label.format,
  label.na,
  scale,
  asp,
  bg.color,
  outer.bg.color,
  frame,
  frame.lwd,
  frame.r,
  frame.double_line,
  outer.margins,
  inner.margins,
  inner.margins.extra,
  meta.margins,
  meta.auto_margins,
  between_margin,
  panel.margin,
  component.offset,
  component.stack_margin,
  grid.mark.height,
  xylab.height,
  coords.height,
  xlab.show,
  xlab.text,
  xlab.size,
  xlab.color,
  xlab.rotation,
  xlab.space,
  xlab.fontface,
  xlab.fontfamily,
  xlab.side,
  ylab.show,
  ylab.text,
  ylab.size,
  ylab.color,
  ylab.rotation,
  ylab.space,
  ylab.fontface,
  ylab.fontfamily,
  ylab.side,
  panel.type,
  panel.wrap.pos,
  panel.xtab.pos,
  unit,
  color.sepia_intensity,
  color.saturation,
  color_vision_deficiency_sim,
  text.fontface,
  text.fontfamily,
  component.position,
  component.autoscale,
  legend.show,
  legend.design,
  legend.orientation,
  legend.position,
  legend.width,
  legend.height,
  legend.stack,
  legend.group.frame,
  legend.resize_as_group,
  legend.reverse,
  legend.na.show,
  legend.title.color,
  legend.title.size,
  legend.title.fontface,
  legend.title.fontfamily,
  legend.xlab.color,
  legend.xlab.size,
  legend.xlab.fontface,
  legend.xlab.fontfamily,
  legend.ylab.color,
  legend.ylab.size,
  legend.ylab.fontface,
  legend.ylab.fontfamily,
  legend.text.color,
  legend.text.size,
  legend.text.fontface,
  legend.text.fontfamily,
  legend.frame,
  legend.frame.lwd,
  legend.frame.r,
  legend.bg.color,
  legend.bg.alpha,
  legend.only,
  legend.settings.standard.portrait,
  legend.settings.standard.landscape,
  chart.show,
  chart.plot.axis.x,
  chart.plot.axis.y,
  chart.position,
  chart.width,
  chart.height,
  chart.stack,
  chart.group.frame,
  chart.resize_as_group,
  chart.reverse,
  chart.na.show,
  chart.title.color,
  chart.title.size,
  chart.title.fontface,
  chart.title.fontfamily,
  chart.xlab.color,
  chart.xlab.size,
  chart.xlab.fontface,
  chart.xlab.fontfamily,
  chart.ylab.color,
  chart.ylab.size,
  chart.ylab.fontface,
  chart.ylab.fontfamily,
  chart.text.color,
  chart.text.size,
  chart.text.fontface,
  chart.text.fontfamily,
  chart.frame,
  chart.frame.lwd,
  chart.frame.r,
  chart.bg.color,
  chart.bg.alpha,
  chart.object.color,
  title.show,
  title.size,
  title.color,
  title.fontface,
  title.fontfamily,
  title.bg.color,
  title.bg.alpha,
  title.padding,
  title.frame,
  title.frame.lwd,
  title.frame.r,
  title.stack,
  title.position,
  title.width,
  title.group.frame,
  title.resize_as_group,
  credits.show,
  credits.size,
  credits.color,
  credits.fontface,
  credits.fontfamily,
  credits.bg.color,
  credits.bg.alpha,
  credits.padding,
  credits.frame,
  credits.frame.lwd,
  credits.frame.r,
  credits.stack,
  credits.position,
  credits.width,
  credits.height,
  credits.group.frame,
  credits.resize_as_group,
  compass.north,
  compass.type,
  compass.text.size,
  compass.size,
  compass.show.labels,
  compass.cardinal.directions,
  compass.text.color,
  compass.color.dark,
  compass.color.light,
  compass.lwd,
  compass.bg.color,
  compass.bg.alpha,
  compass.margins,
  compass.show,
  compass.stack,
  compass.position,
  compass.frame,
  compass.frame.lwd,
  compass.frame.r,
  compass.group.frame,
  compass.resize_as_group,
  logo.height,
  logo.margins,
  logo.between_margin,
  logo.show,
  logo.stack,
  logo.position,
  logo.frame,
  logo.frame.lwd,
  logo.frame.r,
  logo.group.frame,
  logo.resize_as_group,
  scalebar.show,
  scalebar.breaks,
  scalebar.width,
  scalebar.text.size,
  scalebar.text.color,
  scalebar.color.dark,
  scalebar.color.light,
  scalebar.lwd,
  scalebar.bg.color,
  scalebar.bg.alpha,
  scalebar.size,
  scalebar.margins,
  scalebar.stack,
  scalebar.position,
  scalebar.frame,
  scalebar.frame.lwd,
  scalebar.frame.r,
  scalebar.group.frame,
  scalebar.resize_as_group,
  grid.show,
  grid.labels.pos,
  grid.x,
  grid.y,
  grid.n.x,
  grid.n.y,
  grid.crs,
  grid.col,
  grid.lwd,
  grid.alpha,
  grid.labels.show,
  grid.labels.size,
  grid.labels.col,
  grid.labels.rot,
  grid.labels.format,
  grid.labels.cardinal,
  grid.labels.margin.x,
  grid.labels.margin.y,
  grid.labels.space.x,
  grid.labels.space.y,
  grid.labels.inside_frame,
  grid.ticks,
  grid.lines,
  grid.ndiscr,
  mouse_coordinates.stack,
  mouse_coordinates.position,
  mouse_coordinates.show,
  minimap.server,
  minimap.toggle,
  minimap.stack,
  minimap.position,
  minimap.show,
  panel.show,
  panel.labels,
  panel.label.size,
  panel.label.color,
  panel.label.fontface,
  panel.label.fontfamily,
  panel.label.bg.color,
  panel.label.frame,
  panel.label.frame.lwd,
  panel.label.frame.r,
  panel.label.height,
  panel.label.rot,
  bbox,
  set_bounds,
  set_view,
  set_zoom_limits,
  qtm.scalebar,
  qtm.minimap,
  qtm.mouse_coordinates,
  earth_boundary,
  earth_boundary.color,
  earth_boundary.lwd,
  earth_datum,
  space.color,
  check_and_fix,
  basemap.show,
  basemap.server,
  basemap.alpha,
  basemap.zoom,
  tiles.show,
  tiles.server,
  tiles.alpha,
  tiles.zoom,
  attr.color,
  title = NULL,
  main.title = NULL,
  main.title.size = NULL,
  main.title.color = NULL,
  main.title.fontface = NULL,
  main.title.fontfamily = NULL,
  main.title.position = NULL,
  style,
  ...
)
```

Arguments

`crs`	Map crs (see `tm_shape()`). `NA` means the crs is specified in `tm_shape()`. The crs that is used by the transformation functions is defined in `tm_shape()`.
`facet.max`	Maximum number of facets
`facet.flip`	Should facets be flipped (in case of facet wrap)? This can also be set via `tm_facets_flip()`
`free.scales`	For backward compatibility: if this value is set, it will be used to impute the free arguments in the layer functions
`raster.max_cells`	Maximum number of raster grid cells
`show.messages`	Show messages?
`show.warnings`	Show warnings?
`output.format`	Output format
`output.size`	Output size
`output.dpi`	Output dpi
`animation.dpi`	Output dpi for animations
`value.const`	Default visual value constants e.g. the default fill color for `tm_shape(World) + tm_polygons()`. A list is required with per visual variable a value.

`value.na`	Default visual values that are used to visualize NA data values. A list is required with per visual variable a value.
`value.null`	Default visual values that are used to visualize null (out-of-scope) data values. A list is required with per visual variable a value.
`value.blank`	Default visual values that correspond to blank. For color these are `"#00000000"` meaning transparent. A list is required with per visual variable a value.
`values.var`	Default values when a data variable to mapped to a visual variable, e.g. a color palette. A list is required with per visual variable a value.
`values.range`	Default range for values. See `values.range` of `tm_scale_categorical()`. A list is required with per visual variable a value.
`value.neutral`	Default values for when a data variable to mapped to a visual variable, e.g. a color palette. A list is required with per visual variable a value.
`values.scale`	Default scales (as in object sizes) for values. See `values.range` of `tm_scale_categorical()`. A list is required with per visual variable a value.
`scales.var`	Default scale functions per visual variable and type of data variable. A list is required with per visual variable per data type.
`scale.misc.args`	Default values of scale function-specific arguments. A list is required with per scale function and optional per visual variable.
`continuous.nclass_per_legend_break`	The number of continuous legend breaks within one 'unit' (label). The dafault value is 50.
`continuous.nclasses`	the number of classes of a continuous scale. Should be odd. The dafault value is 101.
`label.format`	Format for the labels (was `legend.format` in tmap v3).
`label.na`	Default label for missing values.
`scale`	Overall scale of the map
`asp`	Aspect ratio of each map. When `asp` is set to `NA` (default) the aspect ratio will be adjusted to the used shapes. When set to 0 the aspect ratio is adjusted to the size of the device divided by the number of columns and rows.
`bg.color`	Background color of the map.
`outer.bg.color`	Background color of map outside the frame.
`frame`	The frame of the .
`frame.lwd`	The line width of the frame. See `graphics::par`, option 'lwd'.
`frame.r`	The r (radius) of the frame.
`frame.double_line`	The double line of the frame. TRUE of FALSE.
`outer.margins`	The margins of the outer space (outside the frame. A vector of 4 values: bottom, left, top, right. The unit is the device height (for bottom and top) or width (for left and right).

`inner.margins`	The margins of the inner space (inside the frame). A vector of 4 values: bottom, left, top, right. The unit is the device height (for bottom and top) or width (for left and right).
`inner.margins.extra`	The extra arguments of the margins of the inner space (inside the frame). A list of arguments.
`meta.margins`	The margins of the meta. A vector of 4 values: bottom, left, top, right. The unit is the device height (for bottom and top) or width (for left and right).
`meta.auto_margins`	The auto_margins of the meta.
`between_margin`	The between_margin of the .
`panel.margin`	The margin of the panel.
`component.offset`	The offset of the component.
`component.stack_margin`	The stack_margin of the component.
`grid.mark.height`	The height of the mark of the grid.
`xylab.height`	The height of the xylab.
`coords.height`	The height of the coords.
`xlab.show`	The visibility of the xlab. TRUE or FALSE.
`xlab.text`	The text of the xlab.
`xlab.size`	The size of the xlab.
`xlab.color`	The color of the xlab.
`xlab.rotation`	The rotation of the xlab.
`xlab.space`	The space of the xlab. In terms of number of line heights.
`xlab.fontface`	The font face of the xlab. See `graphics::par`, option 'font'.
`xlab.fontfamily`	The font family of the xlab. See `graphics::par`, option 'family'.
`xlab.side`	The side of the xlab.
`ylab.show`	The visibility of the ylab. TRUE or FALSE.
`ylab.text`	The text of the ylab.
`ylab.size`	The size of the ylab.
`ylab.color`	The color of the ylab.
`ylab.rotation`	The rotation of the ylab.
`ylab.space`	The space of the ylab. In terms of number of line heights.
`ylab.fontface`	The font face of the ylab. See `graphics::par`, option 'font'.
`ylab.fontfamily`	The font family of the ylab. See `graphics::par`, option 'family'.

`ylab.side`	The side of the ylab.
`panel.type`	The type of the panel.
`panel.wrap.pos`	The pos of the wrap of the panel.
`panel.xtab.pos`	The pos of the xtab of the panel.
`unit`	The unit of the .
`color.sepia_intensity`	The sepia_intensity of the color.
`color.saturation`	The saturation of the color.
`color_vision_deficiency_sim`	The color_vision_deficiency_sim of the .
`text.fontface`	The font face of the text. See `graphics::par`, option 'font'.
`text.fontfamily`	The font family of the text. See `graphics::par`, option 'family'.
`component.position`	The position of the component.
`component.autoscale`	The autoscale of the component.
`legend.show`	The visibility of the legend. TRUE or FALSE.
`legend.design`	The design of the legend.
`legend.orientation`	The orientation of the legend.
`legend.position`	The position of the legend.
`legend.width`	The width of the legend.
`legend.height`	The height of the legend.
`legend.stack`	The stack of the legend.
`legend.group.frame`	The frame of the group of the legend.
`legend.resize_as_group`	The resize_as_group of the legend.
`legend.reverse`	The reverse of the legend.
`legend.na.show`	The visibility of the na of the legend. TRUE or FALSE.
`legend.title.color`	The color of the title of the legend.
`legend.title.size`	The size of the title of the legend.
`legend.title.fontface`	The font face of the title of the legend. See `graphics::par`, option 'font'.

`legend.title.fontfamily`
: The font family of the title of the legend. See `graphics::par`, option 'family'.

`legend.xlab.color`
: The color of the xlab of the legend.

`legend.xlab.size`
: The size of the xlab of the legend.

`legend.xlab.fontface`
: The font face of the xlab of the legend. See `graphics::par`, option 'font'.

`legend.xlab.fontfamily`
: The font family of the xlab of the legend. See `graphics::par`, option 'family'.

`legend.ylab.color`
: The color of the ylab of the legend.

`legend.ylab.size`
: The size of the ylab of the legend.

`legend.ylab.fontface`
: The font face of the ylab of the legend. See `graphics::par`, option 'font'.

`legend.ylab.fontfamily`
: The font family of the ylab of the legend. See `graphics::par`, option 'family'.

`legend.text.color`
: The color of the text of the legend.

`legend.text.size`
: The size of the text of the legend.

`legend.text.fontface`
: The font face of the text of the legend. See `graphics::par`, option 'font'.

`legend.text.fontfamily`
: The font family of the text of the legend. See `graphics::par`, option 'family'.

`legend.frame`
: The frame of the legend.

`legend.frame.lwd`
: The line width of the frame of the legend. See `graphics::par`, option 'lwd'.

`legend.frame.r`
: The r (radius) of the frame of the legend.

`legend.bg.color`
: The color of the bg of the legend.

`legend.bg.alpha`
: The alpha transparency of the bg of the legend.

`legend.only`
: The only of the legend.

`legend.settings.standard.portrait`
: The portrait of the standard of the settings of the legend.

`legend.settings.standard.landscape`
: The landscape of the standard of the settings of the legend.

`chart.show`	The visibility of the chart. TRUE or FALSE.
`chart.plot.axis.x`	The x of the axis of the plot of the chart.
`chart.plot.axis.y`	The y of the axis of the plot of the chart.
`chart.position`	The position of the chart.
`chart.width`	The width of the chart.
`chart.height`	The height of the chart.
`chart.stack`	The stack of the chart.
`chart.group.frame`	The frame of the group of the chart.
`chart.resize_as_group`	The resize_as_group of the chart.
`chart.reverse`	The reverse of the chart.
`chart.na.show`	The visibility of the na of the chart. TRUE or FALSE.
`chart.title.color`	The color of the title of the chart.
`chart.title.size`	The size of the title of the chart.
`chart.title.fontface`	The font face of the title of the chart. See `graphics::par`, option 'font'.
`chart.title.fontfamily`	The font family of the title of the chart. See `graphics::par`, option 'family'.
`chart.xlab.color`	The color of the xlab of the chart.
`chart.xlab.size`	The size of the xlab of the chart.
`chart.xlab.fontface`	The font face of the xlab of the chart. See `graphics::par`, option 'font'.
`chart.xlab.fontfamily`	The font family of the xlab of the chart. See `graphics::par`, option 'family'.
`chart.ylab.color`	The color of the ylab of the chart.
`chart.ylab.size`	The size of the ylab of the chart.
`chart.ylab.fontface`	The font face of the ylab of the chart. See `graphics::par`, option 'font'.
`chart.ylab.fontfamily`	The font family of the ylab of the chart. See `graphics::par`, option 'family'.
`chart.text.color`	The color of the text of the chart.

`chart.text.size`	The size of the text of the chart.
`chart.text.fontface`	The font face of the text of the chart. See `graphics::par`, option 'font'.
`chart.text.fontfamily`	The font family of the text of the chart. See `graphics::par`, option 'family'.
`chart.frame`	The frame of the chart.
`chart.frame.lwd`	The line width of the frame of the chart. See `graphics::par`, option 'lwd'.
`chart.frame.r`	The r (radius) of the frame of the chart.
`chart.bg.color`	The color of the bg of the chart.
`chart.bg.alpha`	The alpha transparency of the bg of the chart.
`chart.object.color`	The color of the object of the chart.
`title.show`	The visibility of the title. TRUE or FALSE.
`title.size`	The size of the title.
`title.color`	The color of the title.
`title.fontface`	The font face of the title. See `graphics::par`, option 'font'.
`title.fontfamily`	The font family of the title. See `graphics::par`, option 'family'.
`title.bg.color`	The color of the bg of the title.
`title.bg.alpha`	The alpha transparency of the bg of the title.
`title.padding`	The padding of the title.
`title.frame`	The frame of the title.
`title.frame.lwd`	The line width of the frame of the title. See `graphics::par`, option 'lwd'.
`title.frame.r`	The r (radius) of the frame of the title.
`title.stack`	The stack of the title.
`title.position`	The position of the title.
`title.width`	The width of the title.
`title.group.frame`	The frame of the group of the title.
`title.resize_as_group`	The resize_as_group of the title.
`credits.show`	The visibility of the credits. TRUE or FALSE.
`credits.size`	The size of the credits.

`credits.color`	The color of the credits.
`credits.fontface`	The font face of the credits. See `graphics::par`, option 'font'.
`credits.fontfamily`	The font family of the credits. See `graphics::par`, option 'family'.
`credits.bg.color`	The color of the bg of the credits.
`credits.bg.alpha`	The alpha transparency of the bg of the credits.
`credits.padding`	The padding of the credits.
`credits.frame`	The frame of the credits.
`credits.frame.lwd`	The line width of the frame of the credits. See `graphics::par`, option 'lwd'.
`credits.frame.r`	The r (radius) of the frame of the credits.
`credits.stack`	The stack of the credits.
`credits.position`	The position of the credits.
`credits.width`	The width of the credits.
`credits.height`	The height of the credits.
`credits.group.frame`	The frame of the group of the credits.
`credits.resize_as_group`	The resize_as_group of the credits.
`compass.north`	The north of the compass.
`compass.type`	The type of the compass.
`compass.text.size`	The size of the text of the compass.
`compass.size`	The size of the compass.
`compass.show.labels`	The labels of the show of the compass.
`compass.cardinal.directions`	The directions of the cardinal of the compass.
`compass.text.color`	The color of the text of the compass.
`compass.color.dark`	The dark of the color of the compass.
`compass.color.light`	The light of the color of the compass.
`compass.lwd`	The line width of the compass. See `graphics::par`, option 'lwd'.
`compass.bg.color`	The color of the bg of the compass.

`compass.bg.alpha`	The alpha transparency of the bg of the compass.
`compass.margins`	The margins of the compass. A vector of 4 values: bottom, left, top, right. The unit is the device height (for bottom and top) or width (for left and right).
`compass.show`	The visibility of the compass. TRUE or FALSE.
`compass.stack`	The stack of the compass.
`compass.position`	The position of the compass.
`compass.frame`	The frame of the compass.
`compass.frame.lwd`	The line width of the frame of the compass. See `graphics::par`, option 'lwd'.
`compass.frame.r`	The r (radius) of the frame of the compass.
`compass.group.frame`	The frame of the group of the compass.
`compass.resize_as_group`	The resize_as_group of the compass.
`logo.height`	The height of the logo.
`logo.margins`	The margins of the logo. A vector of 4 values: bottom, left, top, right. The unit is the device height (for bottom and top) or width (for left and right).
`logo.between_margin`	The between_margin of the logo.
`logo.show`	The visibility of the logo. TRUE or FALSE.
`logo.stack`	The stack of the logo.
`logo.position`	The position of the logo.
`logo.frame`	The frame of the logo.
`logo.frame.lwd`	The line width of the frame of the logo. See `graphics::par`, option 'lwd'.
`logo.frame.r`	The r (radius) of the frame of the logo.
`logo.group.frame`	The frame of the group of the logo.
`logo.resize_as_group`	The resize_as_group of the logo.
`scalebar.show`	The visibility of the scalebar. TRUE or FALSE.
`scalebar.breaks`	The break values of the scalebar.
`scalebar.width`	The width of the scalebar.
`scalebar.text.size`	The size of the text of the scalebar.

`scalebar.text.color`	The color of the text of the scalebar.
`scalebar.color.dark`	The dark of the color of the scalebar.
`scalebar.color.light`	The light of the color of the scalebar.
`scalebar.lwd`	The line width of the scalebar. See `graphics::par`, option 'lwd'.
`scalebar.bg.color`	The color of the bg of the scalebar.
`scalebar.bg.alpha`	The alpha transparency of the bg of the scalebar.
`scalebar.size`	The size of the scalebar.
`scalebar.margins`	The margins of the scalebar. A vector of 4 values: bottom, left, top, right. The unit is the device height (for bottom and top) or width (for left and right).
`scalebar.stack`	The stack of the scalebar.
`scalebar.position`	The position of the scalebar.
`scalebar.frame`	The frame of the scalebar.
`scalebar.frame.lwd`	The line width of the frame of the scalebar. See `graphics::par`, option 'lwd'.
`scalebar.frame.r`	The r (radius) of the frame of the scalebar.
`scalebar.group.frame`	The frame of the group of the scalebar.
`scalebar.resize_as_group`	The resize_as_group of the scalebar.
`grid.show`	The visibility of the grid. TRUE or FALSE.
`grid.labels.pos`	The pos of the labels of the grid.
`grid.x`	The x of the grid.
`grid.y`	The y of the grid.
`grid.n.x`	The x of the n of the grid.
`grid.n.y`	The y of the n of the grid.
`grid.crs`	The coordinate reference system (CRS) of the grid.
`grid.col`	The color of the grid.
`grid.lwd`	The line width of the grid. See `graphics::par`, option 'lwd'.
`grid.alpha`	The alpha transparency of the grid.
`grid.labels.show`	The visibility of the labels of the grid. TRUE or FALSE.

`grid.labels.size`	The size of the labels of the grid.
`grid.labels.col`	The color of the labels of the grid.
`grid.labels.rot`	The rot of the labels of the grid.
`grid.labels.format`	The format of the labels of the grid.
`grid.labels.cardinal`	The cardinal of the labels of the grid.
`grid.labels.margin.x`	The x of the margin of the labels of the grid.
`grid.labels.margin.y`	The y of the margin of the labels of the grid.
`grid.labels.space.x`	The x of the space of the labels of the grid.
`grid.labels.space.y`	The y of the space of the labels of the grid.
`grid.labels.inside_frame`	The inside_frame of the labels of the grid.
`grid.ticks`	The ticks of the grid.
`grid.lines`	The lines of the grid.
`grid.ndiscr`	The ndiscr of the grid.
`mouse_coordinates.stack`	The stack of the mouse_coordinates.
`mouse_coordinates.position`	The position of the mouse_coordinates.
`mouse_coordinates.show`	The visibility of the mouse_coordinates. TRUE or FALSE.
`minimap.server`	The server of the minimap.
`minimap.toggle`	The toggle of the minimap.
`minimap.stack`	The stack of the minimap.
`minimap.position`	The position of the minimap.
`minimap.show`	The visibility of the minimap. TRUE or FALSE.
`panel.show`	The visibility of the panel. TRUE or FALSE.
`panel.labels`	The labels of the panel.
`panel.label.size`	The size of the label of the panel.
`panel.label.color`	The color of the label of the panel.

`panel.label.fontface`	The font face of the label of the panel. See `graphics::par`, option 'font'.
`panel.label.fontfamily`	The font family of the label of the panel. See `graphics::par`, option 'family'.
`panel.label.bg.color`	The color of the bg of the label of the panel.
`panel.label.frame`	The frame of the label of the panel.
`panel.label.frame.lwd`	The line width of the frame of the label of the panel. See `graphics::par`, option 'lwd'.
`panel.label.frame.r`	The r (radius) of the frame of the label of the panel.
`panel.label.height`	The height of the label of the panel.
`panel.label.rot`	The rot of the label of the panel.
`bbox`	The bounding box of the .
`set_bounds`	The set_bounds of the .
`set_view`	The set_view of the .
`set_zoom_limits`	The set_zoom_limits of the .
`qtm.scalebar`	The scalebar of the qtm.
`qtm.minimap`	The minimap of the qtm.
`qtm.mouse_coordinates`	The mouse_coordinates of the qtm.
`earth_boundary`	The earth_boundary of the .
`earth_boundary.color`	The color of the earth_boundary.
`earth_boundary.lwd`	The line width of the earth_boundary. See `graphics::par`, option 'lwd'.
`earth_datum`	The earth_datum of the .
`space.color`	The color of the space.
`check_and_fix`	The check_and_fix of the .
`basemap.show`	The visibility of the basemap. TRUE or FALSE.
`basemap.server`	The server of the basemap.
`basemap.alpha`	The alpha transparency of the basemap.
`basemap.zoom`	The zoom of the basemap.
`tiles.show`	The visibility of the tiles. TRUE or FALSE.
`tiles.server`	The server of the tiles.

`tiles.alpha`	The alpha transparency of the tiles.
`tiles.zoom`	The zoom of the tiles.
`attr.color`	The color of the attr.
`title`	deprecated See `tm_title()`
`main.title`	deprecated See `tm_title()`
`main.title.size`, `main.title.color`, `main.title.fontface`, `main.title.fontfamily`, `main.title.position`	deprecated. Use the `title.` options instead.
`style`	style see `tm_style()`
`...`	List of tmap options to be set, or option names (characters) to be returned (see details)

`tm_place_legends_right` *tmap layout: helper functions*

Description

tmap layout: helper functions

Usage

```
tm_place_legends_right(width = NA)

tm_place_legends_left(width = NA)

tm_place_legends_bottom(height = NA)

tm_place_legends_top(height = NA)

tm_place_legends_inside(pos.h = NULL, pos.v = NULL)

tm_extra_innner_margin(left = 0, right = 0, top = 0, bottom = 0)
```

Arguments

`width`	width
`height`	height
`pos.h`, `pos.v`	position (horizontal and vertical)
`left`, `right`, `top`, `bottom`	extra margins

`tm_plot` *Plot mode options*

Description

Plot mode options. This option is specific to the plot mode.

Usage

```
tm_plot(use.gradient)
```

Arguments

`use.gradient`	Use gradient fill using linearGradient()

`tm_plot_order` *Determine plotting order of features*

Description

Determine plotting order of features.

Usage

```
tm_plot_order(
  aes,
  reverse = TRUE,
  na.order = c("mix", "bottom", "top"),
  null.order = c("bottom", "mix", "top"),
  null.below.na = TRUE
)
```

Arguments

`aes`	Visual variable for which the values determine the plotting order. Example: bubble map where the `"size"` aesthetic is used. A data variable (say population) is mapped via a continuous scale (`tm_scale_continuous()`) to bubble sizes. The bubbles are plotted in order of size. How is determined by the other arguments. Use `"DATA"` to keep the same order as in the data. Another special value are `"AREA"` and `"LENGTH"` which are preserved for polygons and lines respectively: rather than a data variable the polygon area / line lengths determines the plotting order.
`reverse`	Logical that determines whether the visual values are plotted in reversed order. The visual values (specified with tmap option `"values.var"`) are by default reversed, so plotted starting from the last value. In the bubble map example, this means that large bubbles are plotted first, hence at the bottom.

`na.order`	Where should features be plotted that have an `NA` value for (at least) one other aesthetic variable? In the (order) `"mix"`, at the `"bottom"`, or on `"top"`? In the bubble map example: if fill color is missing for some bubble, where should those bubbles be plotted?
`null.order`	Where should non-selected (aka null) features be plotted?
`null.below.na`	Should null features be plotted below NA features?

`tm_polygons` *Map layer: polygons*

Description

Map layer that draws polygons. Supported visual variables are: `fill` (the fill color), `col` (the border color), `lwd` (line width), `lty` (line type), `fill_alpha` (fill color alpha transparency) and `col_alpha` (border color alpha transparency).

The family of `opt_*()` functions can be used to specify options in the different `tm_*()` functions.

Usage

```
tm_polygons(
  fill = tm_const(),
  fill.scale = tm_scale(),
  fill.legend = tm_legend(),
  fill.chart = tm_chart_none(),
  fill.free = NA,
  col = tm_const(),
  col.scale = tm_scale(),
  col.legend = tm_legend(),
  col.chart = tm_chart_none(),
  col.free = NA,
  lwd = tm_const(),
  lwd.scale = tm_scale(),
  lwd.legend = tm_legend(),
  lwd.chart = tm_chart_none(),
  lwd.free = NA,
  lty = tm_const(),
  lty.scale = tm_scale(),
  lty.legend = tm_legend(),
  lty.chart = tm_chart_none(),
  lty.free = NA,
  fill_alpha = tm_const(),
  fill_alpha.scale = tm_scale(),
  fill_alpha.legend = tm_legend(),
  fill_alpha.chart = tm_chart_none(),
  fill_alpha.free = NA,
  col_alpha = tm_const(),
  col_alpha.scale = tm_scale(),
  col_alpha.legend = tm_legend(),
  col_alpha.chart = tm_chart_none(),
  col_alpha.free = NA,
  linejoin = "round",
  lineend = "round",
  plot.order = tm_plot_order("lwd", reverse = TRUE, na.order = "bottom"),
  zindex = NA,
  group = NA,
  group.control = "check",
  popup.vars = NA,
  popup.format = list(),
  hover = NA,
  id = "",
  options = opt_tm_polygons(),
  ...
)

tm_fill(...)

tm_borders(col = tm_const(), ...)

opt_tm_polygons(polygons.only = "ifany")
```

Arguments

`fill`, `fill.scale`, `fill.legend`, `fill.chart`, `fill.free`
: Visual variable that determines the fill color. See details.

`col`, `col.scale`, `col.legend`, `col.chart`, `col.free`
: Visual variable that determines the color. See details.

`lwd`, `lwd.scale`, `lwd.legend`, `lwd.chart`, `lwd.free`
: Visual variable that determines the line width. See details.

`lty`, `lty.scale`, `lty.legend`, `lty.chart`, `lty.free`
: Visual variable that determines the line type. See details.

`fill_alpha`, `fill_alpha.scale`, `fill_alpha.chart`, `fill_alpha.legend`, `fill_alpha.free`
: Visual variable that determines the fill color transparency. See details.

`col_alpha`, `col_alpha.scale`, `col_alpha.legend`, `col_alpha.chart`, `col_alpha.free`
: Visual variable that determines the color transparency. See details.

`linejoin`, `lineend`
: Line join and line end. See gpar() for details.

`plot.order`
: Specification in which order the spatial features are drawn. See `tm_plot_order()` for details.

`zindex`
: Map layers are drawn on top of each other. The `zindex` numbers (one for each map layer) determines the stacking order. By default the map layers are drawn in the order they are called.

`group`	Name of the group to which this layer belongs. This is only relevant in view mode, where layer groups can be switched (see `group.control`)
`group.control`	In view mode, the group control determines how layer groups can be switched on and off. Options: `"radio"` for radio buttons (meaning only one group can be shown), `"check"` for check boxes (so multiple groups can be shown), and `"none"` for no control (the group cannot be (de)selected).
`popup.vars`	names of data variables that are shown in the popups in `"view"` mode. Set popup.vars to `TRUE` to show all variables in the shape object. Set popup.vars to `FALSE` to disable popups. Set `popup.vars` to a character vector of variable names to those those variables in the popups. The default (`NA`) depends on whether visual variables (e.g.`fill`) are used. If so, only those are shown. If not all variables in the shape object are shown.
`popup.format`	list of formatting options for the popup values. See the argument `legend.format` for options. Only applicable for numeric data variables. If one list of formatting options is provided, it is applied to all numeric variables of `popup.vars`. Also, a (named) list of lists can be provided. In that case, each list of formatting options is applied to the named variable.
`hover`	name of the data variable that specifies the hover labels (view mode only). Set to `FALSE` to disable hover labels. By default `FALSE`, unless `id` is specified. In that case, it is set to `id`,
`id`	name of the data variable that specifies the indices of the spatial features. Only used for `"view"` mode.
`options`	options passed on to the corresponding `opt_<layer_function>` function
`...`	to catch deprecated arguments from version < 4.0
`polygons.only`	should only polygon geometries of the shape object (defined in `tm_shape()`) be plotted? By default `"ifany"`, which means `TRUE` in case a geometry collection is specified.

Details

The visual variable arguments (e.g. `col`) can be specified with either a data variable name (e.g., a spatial vector attribute or a raster layer of the object specified in `tm_shape()`), or with a visual value (for `col`, a color is expected). Multiple values can be specified: in that case facets are created. These facets can be combined with other faceting data variables, specified with `tm_facets()`.

- The `*.scale` arguments determine the used scale to map the data values to visual variable values. These can be specified with one of the available `tm_scale_*()` functions. The default is specified by the tmap option (`tm_options()`) `scales.var`.
- The `*.legend` arguments determine the used legend, specified with `tm_legend()`. The default legend and its settings are determined by the tmap options (`tm_options()`) `legend.` .
- The `*.chart` arguments specify additional charts, specified with `tm_chart_`, e.g. `tm_chart_histogram()`

- The `*.free` arguments determine whether scales are applied freely across facets, or shared. A logical value is required. They can also be specified with a vector of three logical values; these determine whether scales are applied freely per facet dimension. This is only useful when facets are applied (see `tm_facets()`). There are maximally three facet dimensions: rows, columns, and pages. This only applies for a facet grid (`tm_facets_grid()`). For instance, `col.free = c(TRUE, FALSE, FALSE)` means that for the visual variable `col`, each row of facets will have its own scale, and therefore its own legend. For facet wraps and stacks (`tm_facets_wrap()` and `tm_facets_stack()`) there is only one facet dimension, so the `*.free` argument requires only one logical value.

Examples

```
# load Africa country data
data(World)
Africa = World[World$continent == "Africa", ]
Africa_border = sf::st_make_valid(sf::st_union(sf::st_buffer(Africa, 0.001))) # slow and ugly

# without specifications
tm_shape(Africa_border) + tm_polygons()
tm_shape(Africa_border) + tm_fill()
tm_shape(Africa_border) + tm_borders()

# specification with visual variable values
tm_shape(Africa) +
  tm_polygons(fill = "limegreen", col = "purple", lwd = 2, lty = "solid", col_alpha = 0.3) +
  tm_text("name", options = opt_tm_text(remove_overlap = TRUE)) +
tm_shape(Africa_border) +
  tm_borders("darkred", lwd = 3)

# specification with a data variable
tm_shape(Africa) +
  tm_polygons(fill = "income_grp", fill.scale = tm_scale_categorical(values = "-tol.muted"))


# continuous color scale with landscape legend
tm_shape(Africa) +
  tm_polygons(fill = "inequality",
    fill.scale = tm_scale_continuous(values = "-scico.roma"),
    fill.legend = tm_legend(
     title = "", orientation = "landscape",
     position = tm_pos_out("center", "bottom"), frame = FALSE
     )) +
tm_shape(Africa_border) +
 tm_borders(lwd = 2) +
tm_title("Inequality index", position = tm_pos_in("right", "TOP"), frame = FALSE) +
tm_layout(frame = FALSE)

# bivariate scale
tm_shape(World) +
 tm_polygons(tm_vars(c("inequality", "well_being"), multivariate = TRUE))
tm_shape(World) +
  tm_polygons(

   )
```

`tm_pos` *Set the position of map components*

Description

Set the position of map components, such as legends, title, compass, scale bar, etc. `tm_pos()` is the function to position these components: `tm_pos_out()` places the components outside the map area and `tm_pos_in()` inside the map area. Each `position` argument of a map layer or component should be specified with one of these functions. The functions `tm_pos_auto_out()` and `tm_pos_auto_in()` are used to set the components automatically, and should be used via `tmap_options()`. See Details how the positioning works.

Usage

```
tm_pos(cell.h, cell.v, pos.h, pos.v, align.h, align.v, just.h, just.v)

tm_pos_in(pos.h, pos.v, align.h, align.v, just.h, just.v)

tm_pos_out(cell.h, cell.v, pos.h, pos.v, align.h, align.v, just.h, just.v)

tm_pos_auto_out(cell.h, cell.v, pos.h, pos.v, align.h, align.v, just.h, just.v)

tm_pos_auto_in(align.h, align.v, just.h, just.v)
```

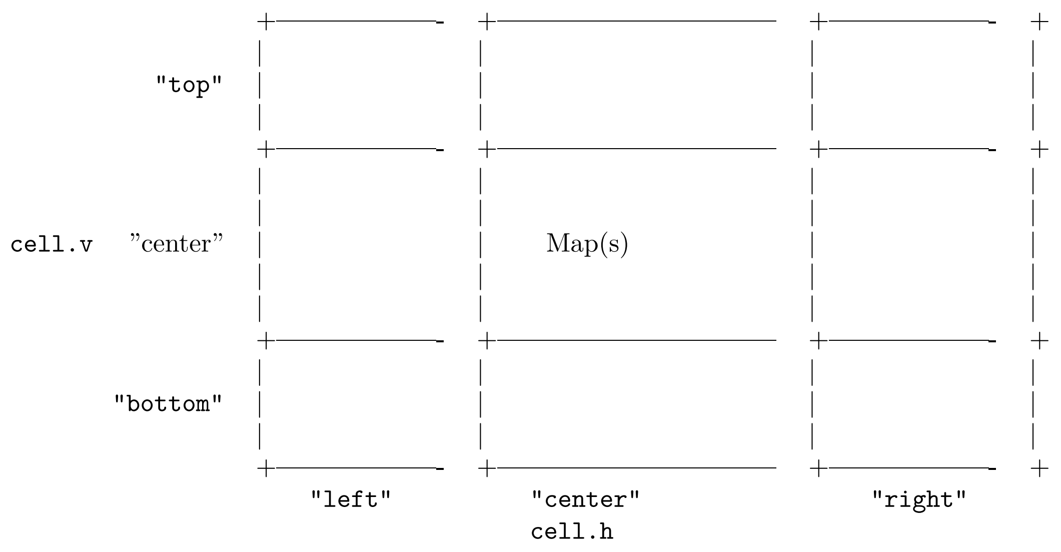
Arguments

`cell.h`, `cell.v`	The plotting area is overlaid with a 3x3 grid, of which the middle grid cell is the map area. Components can be drawn into any cell. `cell.h` specifies the horizontal position (column) can take values `"left"`, `"center"`, and `"right"`. `cell.v` specifies the vertical position (row) and can take values `"top"`, `"center"`, and `"bottom"`. See details for a graphical explanation.
`pos.h`, `pos.v`	The position of the component within the cell. The main options for `pos.h` are `"left"`, `"center"`, and `"right"`. For `cell.v` these are `"top"`, `"center"`, and `"bottom"`. These options can also be provided in upper case; in that case there is no offset (see the tmap option `component.offset`). Also numbers between 0 and 1 can be provided, which determine the position of the component inside the cell (with (0,0) being left bottom). The arguments `just.h` and `just.v` determine the justification point.
`align.h`, `align.v`	The alignment of the component in case multiple components are stacked. When they are stacked horizontally, `align.v` determines how components that are smaller in height than the available height (determined by the

outer.margins if specified and otherwise by the highest component) are justified: `"top"`, `"center"`, or `"bottom"`. Similarly, `align.h` determines how components are justified horizontally when they are stacked vertically: `"left"`, `"center"`, or `"right"`.

`just.h`, `just.v` The justification of the components. Only used in case `pos.h` and `pos.v` are numbers.

Details



`tm_pos_in()` sets the position of the component(s) inside the maps area, which is equivalent to the center-center cell (in case there are facets, these are all drawn in this center-center cell).

`tm_pos_out()` sets the position of the component(s) outside the map.

The amount of space that the top and bottom rows, and left and right columns occupy is determined by the `tm_layout()` arguments `meta.margins` and `meta.auto_margins`. The former sets the relative space of the bottom, left, top, and right side. In case these are set to `NA`, the space is set automatically based on 1) the maximum relative space specified by `meta.auto_margins` and 2) the presence and size of components in each cell. For instance, if there is one landscape oriented legend in the center-bottom cell, then the relative space of the bottom row is set to the height of that legend (given that it is smaller than the corresponding value of `meta.auto_margins`), while the other four sides are set to 0.

`tm_pos_auto_out()` is more complex: the `cell.h` and `cell.v` arguments should be set to one of the four corners. It does not mean that the components are drawn in a corner. The corner represents the sides of the map that the components are drawn. By default, legends are drawn either at the bottom or on the right-side of the map by default (see `tmap_options("legend.position")`). Only when there are row- and column-wise legends and a general legend (using tm_facets_grid()), the general legend is drawn in the corner, but in practice this case will be rare.

The arguments pos.h and pos.v determine where the components are drawn within the cell. Again, with "left", "center", and "right" for pos.h and "top", "center", and "bottom" for pos.v. The values can also be specified in upper-case, which influences the offset with the cell borders, which is determined by tmap option component.offset. By default, there is a small offset when components are drawn inside and no offset when they are drawn outside or with upper-case.

tm_pos_auto_in() automatically determines pos.h and pos.v given the available space inside the map. This is similar to the default positioning in tmap3.

In case multiple components are draw in the same cell and the same position inside that cell, they are stacked (determined which the stack argument in the legend or component function). The align.h and align.v arguments determine how these components will be justified with each other.

Note that legends and components may be different for a facet row or column. This is the case when tm_facets_grid() or tm_facets_stack() are applied and when scales are set to free (with the .free argument of the map layer functions). In case a legends or components are draw row- or column wise, and the position of the legends (or components) is right next to the maps, these legends (or components) will be aligned with the maps.

---

tm_raster *Map layer: raster*

Description

Map layer that draws rasters. Supported visual variable is: col (the color).

Usage

```
tm_raster(
  col = tm_vars(),
  col.scale = tm_scale(value.na = "#00000000"),
  col.legend = tm_legend(),
  col.chart = tm_chart_none(),
  col.free = NA,
  col_alpha = tm_const(),
  col_alpha.scale = tm_scale(),
  col_alpha.legend = tm_legend(),
  col_alpha.chart = tm_chart_none(),
  col_alpha.free = NA,
  zindex = NA,
  group = NA,
  group.control = "check",
  options = opt_tm_raster(),
  ...
)
```

```
opt_tm_raster(interpolate = FALSE)
```

Arguments

`col`, `col.scale`, `col.legend`, `col.chart`, `col.free`	Visual variable that determines the color. See details.
`col_alpha`, `col_alpha.scale`, `col_alpha.legend`, `col_alpha.chart`, `col_alpha.free`	Visual variable that determines the color transparency. See details.
`zindex`	Map layers are drawn on top of each other. The `zindex` numbers (one for each map layer) determines the stacking order. By default the map layers are drawn in the order they are called.
`group`	Name of the group to which this layer belongs. This is only relevant in view mode, where layer groups can be switched (see `group.control`)
`group.control`	In view mode, the group control determines how layer groups can be switched on and off. Options: `"radio"` for radio buttons (meaning only one group can be shown), `"check"` for check boxes (so multiple groups can be shown), and `"none"` for no control (the group cannot be (de)selected).
`options`	options passed on to the corresponding `opt_<layer_function>` function
`...`	to catch deprecated arguments from version < 4.0
`interpolate`	Should the raster image be interpolated? Currently only applicable in view mode (passed on to `grid`)

Details

The visual variable arguments (e.g. `col`) can be specified with either a data variable name (e.g., a spatial vector attribute or a raster layer of the object specified in `tm_shape()`), or with a visual value (for `col`, a color is expected). Multiple values can be specified: in that case facets are created. These facets can be combined with other faceting data variables, specified with `tm_facets()`.

- The `*.scale` arguments determine the used scale to map the data values to visual variable values. These can be specified with one of the available `tm_scale_*()` functions. The default is specified by the tmap option (`tm_options()`) `scales.var`.
- The `*.legend` arguments determine the used legend, specified with `tm_legend()`. The default legend and its settings are determined by the tmap options (`tm_options()`) `legend.` .
- The `*.chart` arguments specify additional charts, specified with `tm_chart_`, e.g. `tm_chart_histogram()`
- The `*.free` arguments determine whether scales are applied freely across facets, or shared. A logical value is required. They can also be specified with a vector of three logical values; these determine whether scales are applied freely per facet dimension. This is only useful when facets are applied (see `tm_facets()`). There are maximally three facet dimensions: rows, columns, and pages. This only applies for a facet grid (`tm_facets_grid()`). For instance, `col.free = c(TRUE, FALSE, FALSE)` means that for the visual variable `col`, each row of facets will have its own scale, and therefore its

own legend. For facet wraps and stacks (`tm_facets_wrap()` and `tm_facets_stack()`) there is only one facet dimension, so the `*.free` argument requires only one logical value.

Examples

```
# load land data
data(land, World)

tm_shape(land) +
 tm_raster() +
 tm_facets_hstack()

tm_shape(land) +
 tm_raster("elevation", col.scale = tm_scale_continuous(values = terrain.colors(9))) +
 tm_shape(World) +
 tm_borders()
```

`tm_rgb` *Map layer: rgb images*

Description

Map layer that an rgb image.. The used (multivariate) visual variable is `col`, which should be specified with 3 or 4 variables for `tm_rgb()` and `tm_rgba()` respectively. The first three correspond to the red, green, and blue channels. The optional fourth is the alpha transparency channel.

Usage

```
tm_rgb(
  col = tm_vars(n = 3, multivariate = TRUE),
  col.scale = tm_scale_rgb(),
  col.legend = tm_legend(),
  col.chart = tm_chart_none(),
  col.free = NA,
  options = opt_tm_rgb(),
  ...
)

tm_rgba(
  col = tm_vars(n = 4, multivariate = TRUE),
  col.scale = tm_scale_rgba(),
  col.legend = tm_legend(),
  col.chart = tm_chart_none(),
  col.free = NA,
  options = opt_tm_rgb()
)

opt_tm_rgb(interpolate = FALSE)
```

Arguments

`col`, `col.scale`, `col.legend`, `col.chart`, `col.free`
: Visual variable that determines the color. `col` is a multivariate variable, with 3 (`tm_rgb`) or 4 (`tm_rgba`) numeric data variables. These can be specified via `tm_vars()` with `multivariate = TRUE`

`options`
: options passed on to the corresponding `opt_<layer_function>` function

`...`
: to catch deprecated arguments from version < 4.0

`interpolate`
: Should the raster image be interpolated? Currently only applicable in view mode (passed on to `grid`)

Examples

```
require(stars)
file = system.file("tif/L7_ETMs.tif", package = "stars")

L7 = stars::read_stars(file)

tm_shape(L7) +
 tm_rgb()

## Not run:
# the previous example was a shortcut of this call
tm_shape(L7) +
 tm_rgb(col = tm_vars("band", dimvalues = 1:3))

# alternative format: using a stars dimension instead of attributes
L7_alt = split(L7, "band")
tm_shape(L7_alt) +
 tm_rgb()

# with attribute names
tm_shape(L7_alt) +
 tm_rgb(col = tm_vars(c("X1", "X2", "X3"), multivariate = TRUE))

# with attribute indices
tm_shape(L7_alt) +
 tm_rgb(col = tm_vars(1:3, multivariate = TRUE))

if (requireNamespace("terra")) {
 L7_terra = terra::rast(file)

 tm_shape(L7_terra) +
  tm_rgb()

 # with layer names
 tm_shape(L7_terra) +
  tm_rgb(tm_vars(names(L7_terra)[1:3], multivariate = TRUE))

 # with layer indices
 tm_shape(L7_alt) +
  tm_rgb(col = tm_vars(1:3, multivariate = TRUE))
}

## End(Not run)
```

tm_scale *Scales: automatic scale*

Description

Scales in tmap are configured by the family of functions with prefix `tm_scale`. Such function should be used for the input of the `.scale` arguments in the layer functions (e.g. `fill.scale` in `tm_polygons()`). The function `tm_scale()` is a scale that is set automatically given by the data type (factor, numeric, and integer) and the visual variable. The tmap option `scales.var` contains information which scale is applied when.

Usage

```
tm_scale(...)
```

Arguments

`...`	arguments passed on to the applied scale function `tm_scale_*()`

See Also

`tm_scale_asis()`, `tm_scale_ordinal()`, `tm_scale_categorical()`, `tm_scale_intervals()`, `tm_scale_discrete()`, `tm_scale_continuous()`, `tm_scale_rank()`, `tm_scale_continuous_log()`, `tm_scale_continuous_log2()`, `tm_scale_continuous_log10()`, `tm_scale_continuous_log1p()`, `tm_scale_continuous_sqrt()`, `tm_scale_continuous_pseudo_log()`, `tm_scale_rgb()`, `tm_scale_bivariate()`

tm_scalebar *Map component: scale bar*

Description

Map component that adds a scale bar. As of version 4.0, `tm_scalebar()` is used instead of `tm_scale_bar()` (now deprecated), because of the potential confusion with the `tm_scale_*()` scaling functions (like `tm_scale_continuous()`).

Usage

```
tm_scalebar(
  breaks,
  width,
  text.size,
  text.color,
  color.dark,
  color.light,
  lwd,
  position,
  bg.color,
  bg.alpha,
  size = "deprecated",
  stack,
  frame,
  frame.lwd,
  frame.r,
  margins,
  z
)
```

Arguments

`breaks`	breaks
`width`	width
`text.size`	text.size
`text.color`	text.color
`color.dark`	color.dark
`color.light`	color.light
`lwd`	lwd
`position`	position
`bg.color`	bg.color
`bg.alpha`	bg.alpha
`size`	size
`stack`	stack
`frame`	frame
`frame.lwd`	frame.lwd
`frame.r`	frame.r
`margins`	margins
`z`	z

`tm_scale_asis` *Scales: as is*

Description

Scales in tmap are configured by the family of functions with prefix `tm_scale`. Such function should be used for the input of the `.scale` arguments in the layer functions (e.g. `fill.scale` in `tm_polygons()`). The function `tm_scale_asis()` is used to take data values as they are and use them as such for the visual variable.

Usage

```
tm_scale_asis(values.scale = NA, value.neutral = NA, ...)
```

Arguments

`values.scale`	(generic scale argument) Scaling of the values. Only useful for size-related visual variables, such as `size` of `tm_symbols()` and `lwd` of `tm_lines()`.
`value.neutral`	(generic scale argument) Value that can be considered neutral. This is used for legends of other visual variables of the same map layer. E.g. when both `fill` and `size` are used for `tm_symbols()` (using filled circles), the size legend items are filled with the `value.neutral` color from the `fill.scale` scale, and fill legend items are bubbles of size `value.neutral` from the `size.scale` scale.
`...`	Arguments caught (and not used) from the automatic function `tm_scale()`

See Also

`tm_scale()`

`tm_scale_bar` *Map component: scale bar*

Description

This function was renamed to `tm_scalebar()` in tmap v4.0

Usage

```
tm_scale_bar(...)
```

Arguments

`...`	Arguments passed on to `tm_scalebar` `breaks` breaks `width` width `text.size` text.size `text.color` text.color `color.dark` color.dark `color.light` color.light `lwd` lwd `position` position `bg.color` bg.color `bg.alpha` bg.alpha `size` size `stack` stack `frame` frame `frame.lwd` frame.lwd `frame.r` frame.r `margins` margins `z` z

---

`tm_scale_bivariate` *Scales: bivariate scale*

Description

Scales in tmap are configured by the family of functions with prefix `tm_scale`. Such function should be used for the input of the `.scale` arguments in the layer functions (e.g. `fill.scale` in `tm_polygons()`). The function `tm_scale_bivariate()` is used for `bivariate.scales`.

Usage

```
tm_scale_bivariate(
  scale1 = tm_scale(),
  scale2 = tm_scale(),
  values = NA,
  values.repeat = FALSE,
  values.range = NA,
  values.scale = 1,
  value.na = NA,
  value.null = NA,
  value.neutral = NA,
  labels = NULL,
  label.na = NA,
  label.null = NA
)
```

Arguments

`scale1, scale2`	two `tm_scale` objects. Currently, all `tm_scale_*()` functions are supported except `tm_scale_continous()`.
`values`	(generic scale argument) The visual values. For colors (e.g. `fill` or `col` for `tm_polygons()`) this is a palette name from the `cols4all` package (see `cols4all::c4a()`) or vector of colors, for size (e.g. `size` for `tm_symbols()`) these are a set of sizes (if two values are specified they are interpret as range), for symbol shapes (e.g. `shape` for `tm_symbols()`) these are a set of symbols, etc. The tmap option `values.var` contains the default values per visual variable and in some cases also per data type.
`values.repeat`	(generic scale argument) Should the values be repeated in case there are more categories?
`values.range`	(generic scale argument) Range of the values. Vector of two numbers (both between 0 and 1) where the first determines the minimum and the second the maximum. Full range, which means that all values are used, is encoded as `c(0, 1)`. For instance, when a grey scale is used for color (from black to white), `c(0,1)` means that all colors are used, `0.25, 0.75` means that only colors from dark grey to light grey are used (more precisely `"grey25"` to `"grey75"`), and `0, 0.5` means that only colors are used from black to middle grey (`"grey50"`). When only one number is specified, this is interpreted as the second number (where the first is set to 0). Default values can be set via the tmap option `values.range`.
`values.scale`	(generic scale argument) Scaling of the values. Only useful for size-related visual variables, such as `size` of `tm_symbols()` and `lwd` of `tm_lines()`.
`value.na`	(generic scale argument) Value used for missing values. See tmap option `"value.na"` for defaults per visual variable.
`value.null`	(generic scale argument) Value used for NULL values. See tmap option `"value.null"` for defaults per visual variable. Null data values occur when out-of-scope features are shown (e.g. for a map of Europe showing a data variable per country, the null values are applied to countries outside Europe).
`value.neutral`	(generic scale argument) Value that can be considered neutral. This is used for legends of other visual variables of the same map layer. E.g. when both `fill` and `size` are used for `tm_symbols()` (using filled circles), the size legend items are filled with the `value.neutral` color from the `fill.scale` scale, and fill legend items are bubbles of size `value.neutral` from the `size.scale` scale.
`labels`	(generic scale argument) Labels
`label.na`	(generic scale argument) Label for missing values
`label.null`	(generic scale argument) Label for null (out-of-scope) values

See Also

`tm_scale()`

tm_scale_continuous *Scales: continuous scale*

Description

Scales in tmap are configured by the family of functions with prefix `tm_scale`. Such function should be used for the input of the `.scale` arguments in the layer functions (e.g. `fill.scale` in `tm_polygons()`). The function `tm_scale_continuous()` is used for continuous data. The functions `tm_scale_continuous_<x>()` use transformation functions x.

Usage

```
tm_scale_continuous(
  n = NULL,
  limits = NULL,
  outliers.trunc = NULL,
  ticks = NULL,
  trans = NULL,
  midpoint = NULL,
  values = NA,
  values.repeat = FALSE,
  values.range = NA,
  values.scale = NA,
  value.na = NA,
  value.null = NA,
  value.neutral = NA,
  labels = NULL,
  label.na = NA,
  label.null = NA,
  label.format = list(),
  trans.args = list()
)

tm_scale_continuous_log(..., base = exp(1))

tm_scale_continuous_log2(...)

tm_scale_continuous_log10(...)

tm_scale_continuous_log1p(...)

tm_scale_continuous_sqrt(...)

tm_scale_continuous_pseudo_log(..., base = exp(1), sigma = 1)
```

Arguments

`n`	Preferred number of tick labels. Only used if `ticks` is not specified
`limits`	Limits of the data values that are mapped to the continuous scale
`outliers.trunc`	Should outliers be truncated? An outlier is a data value that is below or above the respectively lower and upper limit. A logical vector of two values is expected. The first and second value determines whether values lower than the lower limit respectively higher than the upper limit are truncated to the lower respectively upper limit. If `FALSE` (default), they are considered as missing values.
`ticks`	Tick values. If not specified, it is determined automatically with `n`
`trans`	Transformation function. One of `"identity"` (default), `"log"`, and `"log1p"`. Note: the base of the log scale is irrelevant, since the log transformed values are normalized before mapping to visual values.
`midpoint`	The data value that is interpreted as the midpoint. By default it is set to 0 if negative and positive values are present. Useful when values are diverging colors. In that case, the two sides of the color palette are assigned to negative respectively positive values. If all values are positive or all values are negative, then the midpoint is set to `NA`, which means that the value that corresponds to the middle color class (see `style`) is mapped to the middle color. If it is specified for sequential color palettes (e.g. `"Blues"`), then this color palette will be treated as a diverging color palette.
`values`	(generic scale argument) The visual values. For colors (e.g. `fill` or `col` for `tm_polygons()`) this is a palette name from the `cols4all` package (see `cols4all::c4a()`) or vector of colors, for size (e.g. `size` for `tm_symbols()`) these are a set of sizes (if two values are specified they are interpret as range), for symbol shapes (e.g. `shape` for `tm_symbols()`) these are a set of symbols, etc. The tmap option `values.var` contains the default values per visual variable and in some cases also per data type.
`values.repeat`	(generic scale argument) Should the values be repeated in case there are more categories?
`values.range`	(generic scale argument) Range of the values, especially useful for color palettes. Vector of two numbers (both between 0 and 1) where the first determines the minimum and the second the maximum. Full range, which means that all values are used, is encoded as `c(0, 1)`. For instance, when a gray scale is used for color (from black to white), `c(0,1)` means that all colors are used, `0.25, 0.75` means that only colors from dark gray to light gray are used (more precisely `"grey25"` to `"grey75"`), and `0, 0.5` means that only colors are used from black to middle gray (`"grey50"`). When only one number is specified, this is interpreted as the second number (where the first is set to 0). Default values can be set via the tmap option `values.range`.
`values.scale`	(generic scale argument) Scaling of the values. Only useful for size-related visual variables, such as `size` of `tm_symbols()` and `lwd` of `tm_lines()`.

`value.na`	(generic scale argument) Value used for missing values. See tmap option `"value.na"` for defaults per visual variable.
`value.null`	(generic scale argument) Value used for NULL values. See tmap option `"value.null"` for defaults per visual variable. Null data values occur when out-of-scope features are shown (e.g. for a map of Europe showing a data variable per country, the null values are applied to countries outside Europe).
`value.neutral`	(generic scale argument) Value that can be considered neutral. This is used for legends of other visual variables of the same map layer. E.g. when both `fill` and `size` are used for `tm_symbols()` (using filled circles), the size legend items are filled with the `value.neutral` color from the `fill.scale` scale, and fill legend items are bubbles of size `value.neutral` from the `size.scale` scale.
`labels`	(generic scale argument) Labels
`label.na`	(generic scale argument) Label for missing values
`label.null`	(generic scale argument) Label for null (out-of-scope) values
`label.format`	(generic scale argument) Label formatting (similar to `legend.format` in tmap3)
`trans.args`	list of additional argument for the transformation (generic transformation arguments)
`...`	passed on to `tm_scale_continuous()`
`base`	base of logarithm
`sigma`	Scaling factor for the linear part of pseudo-log transformation.

See Also

`tm_scale()`

Examples

```
tm_shape(World) +
  tm_polygons(
   fill = "HPI",
    fill.scale = tm_scale_continuous(values = "scico.roma", midpoint = 30))

tm_shape(metro) +
  tm_bubbles(
   size = "pop1950",
    size.scale = tm_scale_continuous(
      values.scale = 1),
    size.legend = tm_legend("Population in 1950", frame = FALSE))

tm_shape(metro) +
  tm_bubbles(
    size = "pop1950",
    size.scale = tm_scale_continuous(
      values.scale = 2,
      limits = c(0, 12e6),
      ticks = c(1e5, 3e5, 8e5, 4e6, 1e7),
      labels = c("0 - 200,000", "200,000 - 500,000", "500,000 - 1,000,000",
        "1,000,000 - 10,000,000", "10,000,000 or more"),
      outliers.trunc = c(TRUE, TRUE)),
    size.legend = tm_legend("Population in 1950", frame = FALSE))
# Note that for this type of legend, we recommend tm_scale_intervals()
```

`tm_scale_discrete` *Scales: discrete scale*

Description

Scales in tmap are configured by the family of functions with prefix `tm_scale`. Such function should be used for the input of the `.scale` arguments in the layer functions (e.g. `fill.scale` in `tm_polygons()`). The function `tm_scale_discrete()` is used for discrete numerical data, such as integers.

Usage

```
tm_scale_discrete(
  ticks = NA,
  midpoint = NULL,
  values = NA,
  values.repeat = FALSE,
  values.range = NA,
  values.scale = NA,
  value.na = NA,
  value.null = NA,
  value.neutral = NA,
  labels = NULL,
  label.na = NA,
  label.null = NA,
  label.format = list()
)
```

Arguments

`ticks`	Discrete values. If not specified, it is determined automatically: unique values are put on a discrete scale.
`midpoint`	The data value that is interpreted as the midpoint. By default it is set to 0 if negative and positive values are present. Useful when values are diverging colors. In that case, the two sides of the color palette are assigned to negative respectively positive values. If all values are positive or all values are negative, then the midpoint is set to `NA`, which means that the value that corresponds to the middle color class (see `style`) is mapped to the middle color. If it is specified for sequential color palettes (e.g. `"Blues"`), then this color palette will be treated as a diverging color palette.

`values`	(generic scale argument) The visual values. For colors (e.g. `fill` or `col` for `tm_polygons()`) this is a palette name from the `cols4all` package (see `cols4all::c4a()`) or vector of colors, for size (e.g. `size` for `tm_symbols`) these are a set of sizes (if two values are specified they are interpret as range), for symbol shapes (e.g. `shape` for `tm_symbols()`) these are a set of symbols, etc. The tmap option `values.var` contains the default values per visual variable and in some cases also per data type.
`values.repeat`	(generic scale argument) Should the values be repeated in case there are more categories?
`values.range`	(generic scale argument) Range of the values. Vector of two numbers (both between 0 and 1) where the first determines the minimum and the second the maximum. Full range, which means that all values are used, is encoded as `c(0, 1)`. For instance, when a gray scale is used for color (from black to white), `c(0,1)` means that all colors are used, `0.25, 0.75` means that only colors from dark gray to light gray are used (more precisely `"grey25"` to `"grey75"`), and `0, 0.5` means that only colors are used from black to middle grey (`"grey50"`). When only one number is specified, this is interpreted as the second number (where the first is set to 0). Default values can be set via the tmap option `values.range`.
`values.scale`	(generic scale argument) Scaling of the values. Only useful for size-related visual variables, such as `size` of `tm_symbols()` and `lwd` of `tm_lines()`.
`value.na`	(generic scale argument) Value used for missing values. See tmap option `"value.na"` for defaults per visual variable.
`value.null`	(generic scale argument) Value used for NULL values. See tmap option `"value.null"` for defaults per visual variable. Null data values occur when out-of-scope features are shown (e.g. for a map of Europe showing a data variable per country, the null values are applied to countries outside Europe).
`value.neutral`	(generic scale argument) Value that can be considered neutral. This is used for legends of other visual variables of the same map layer. E.g. when both `fill` and `size` are used for `tm_symbols()` (using filled circles), the size legend items are filled with the `value.neutral` color from the `fill.scale` scale, and fill legend items are bubbles of size `value.neutral` from the `size.scale` scale.
`labels`	(generic scale argument) Labels
`label.na`	(generic scale argument) Label for missing values
`label.null`	(generic scale argument) Label for null (out-of-scope) values
`label.format`	(generic scale argument) Label formatting (similar to `legend.format` in tmap3)

See Also

`tm_scale()`

tm_scale_intervals *Scales: interval scale*

Description

Scales in tmap are configured by the family of functions with prefix `tm_scale`. Such function should be used for the input of the `.scale` arguments in the layer functions (e.g. `fill.scale` in `tm_polygons()`). The function `tm_scale_intervals()` is used for numerical data.

Usage

```
tm_scale_intervals(
  n = 5,
  style = ifelse(is.null(breaks), "pretty", "fixed"),
  style.args = list(),
  breaks = NULL,
  interval.closure = "left",
  midpoint = NULL,
  as.count = NA,
  values = NA,
  values.repeat = FALSE,
  values.range = NA,
  values.scale = NA,
  value.na = NA,
  value.null = NA,
  value.neutral = NA,
  labels = NULL,
  label.na = NA,
  label.null = NA,
  label.format = list()
)
```

Arguments

`n`	Number of intervals. For some styles (see argument `style` below) it is the preferred number rather than the exact number.
`style`	Method to create intervals. Options are `"cat"`, `"fixed"`, `"sd"`, `"equal"`, `"pretty"`, `"quantile"`, `"kmeans"`, `"hclust"`, `"bclust"`, `"fisher"`, `"jenks"`, `"dpih"`, `"headtails"`, and `"log10_pretty"`. See the details in `classInt::classIntervals()` (extra arguments can be passed on via `style.args`).
`style.args`	List of extra arguments passed on to `classInt::classIntervals()`.
`breaks`	Interval breaks (only used and required when `style=="fixed"`)
`interval.closure`	value that determines whether where the intervals are closed: `"left"` or `"right"`. If `as.count = TRUE`, `inverval.closure` is always set to `"left"`.

`midpoint`	The data value that is interpreted as the midpoint. By default it is set to 0 if negative and positive values are present. Useful when values are diverging colors. In that case, the two sides of the color palette are assigned to negative respectively positive values. If all values are positive or all values are negative, then the midpoint is set to `NA`, which means that the value that corresponds to the middle color class (see `style`) is mapped to the middle color. If it is specified for sequential color palettes (e.g. `"Blues"`), then this color palette will be treated as a diverging color palette.
`as.count`	Should the data variable be processed as a count variable? For instance, if `style = "pretty"`, `n = 2`, and the value range of the variable is 0 to 10, then the column classes for `as.count = TRUE` are 0; 1 to 5; 6 to 10 (note that 0 is regarded as an own category) whereas for `as.count = FALSE` they are 0 to 5; 5 to 10. Only applicable if `style` is `"pretty"`, `"fixed"`, or `"log10_pretty"`. By default, `TRUE` if `style` is one of these, and the variable is an integer.
`values`	(generic scale argument) The visual values. For colors (e.g. `fill` or `col` for `tm_polygons()`) this is a palette name from the `cols4all` package (see `cols4all::c4a()`) or vector of colors, for size (e.g. `size` for `tm_symbols`) these are a set of sizes (if two values are specified they are interpret as range), for symbol shapes (e.g. `shape` for `tm_symbols`) these are a set of symbols, etc. The tmap option `values.var` contains the default values per visual variable and in some cases also per data type.
`values.repeat`	(generic scale argument) Should the values be repeated in case there are more categories?
`values.range`	(generic scale argument) Range of the values. Vector of two numbers (both between 0 and 1) where the first determines the minimum and the second the maximum. Full range, which means that all values are used, is encoded as `c(0, 1)`. For instance, when a gray scale is used for color (from black to white), `c(0,1)` means that all colors are used, `0.25, 0.75` means that only colors from dark gray to light gray are used (more precisely `"gray25"` to `"gray75"`), and `0, 0.5` means that only colors are used from black to middle grey (`"grey50"`). When only one number is specified, this is interpreted as the second number (where the first is set to 0). Default values can be set via the tmap option `values.range`.
`values.scale`	(generic scale argument) Scaling of the values. Only useful for size-related visual variables, such as `size` of `tm_symbols()` and `lwd` of `tm_lines()`.
`value.na`	(generic scale argument) Value used for missing values. See tmap option `"value.na"` for defaults per visual variable.
`value.null`	(generic scale argument) Value used for NULL values. See tmap option `"value.null"` for defaults per visual variable. Null data values occur when out-of-scope features are shown (e.g. for a map of Europe showing a data variable per country, the null values are applied to countries outside Europe).
`value.neutral`	(generic scale argument) Value that can be considered neutral. This is used for legends of other visual variables of the same map layer. E.g.

	when both `fill` and `size` are used for `tm_symbols()` (using filled circles), the size legend items are filled with the `value.neutral` color from the `fill.scale` scale, and fill legend items are bubbles of size `value.neutral` from the `size.scale` scale.
`labels`	(generic scale argument) Labels
`label.na`	(generic scale argument) Label for missing values
`label.null`	(generic scale argument) Label for null (out-of-scope) values
`label.format`	(generic scale argument) Label formatting (similar to legend.format in tmap3)

See Also

`tm_scale()`

`tm_scale_ordinal` *Scales: categorical and ordinal scale*

Description

Scales in tmap are configured by the family of functions with prefix `tm_scale`. Such function should be used for the input of the `.scale` arguments in the layer functions (e.g. `fill.scale` in `tm_polygons()`). The functions `tm_scale_categorical()` and `tm_scale_ordinal()` are used for categorical data. The only difference between these functions is that the former assumes unordered categories whereas the latter assumes ordered categories. For colors (the visual variable `fill` or `col`), different default color palettes are used (see the tmap option `values.var`).

Usage

```
tm_scale_ordinal(
  n.max = 30,
  values = NA,
  values.repeat = FALSE,
  values.range = 1,
  values.scale = NA,
  value.na = NA,
  value.null = NA,
  value.neutral = NA,
  levels = NULL,
  levels.drop = FALSE,
  labels = NULL,
  label.na = NA,
  label.null = NA,
  label.format = list()
)
```

```
tm_scale_categorical(
  n.max = 30,
  values = NA,
  values.repeat = TRUE,
  values.range = NA,
  values.scale = NA,
  value.na = NA,
  value.null = NA,
  value.neutral = NA,
  levels = NULL,
  levels.drop = FALSE,
  labels = NULL,
  label.na = NA,
  label.null = NA,
  label.format = list()
)
```

Arguments

`n.max`	Maximum number of categories (factor levels). In case there are more, they are grouped into `n.max` groups.
`values`	(generic scale argument) The visual values. For colors (e.g. `fill` or `col` for `tm_polygons()`) this is a palette name from the `cols4all` package (see `cols4all::c4a()`) or vector of colors, for size (e.g. `size` for `tm_symbols()`) these are a set of sizes (if two values are specified they are interpret as range), for symbol shapes (e.g. `shape` for `tm_symbols()`) these are a set of symbols, etc. The tmap option `values.var` contains the default values per visual variable and in some cases also per data type.
`values.repeat`	(generic scale argument) Should the values be repeated in case there are more categories?
`values.range`	(generic scale argument) Range of the values. Vector of two numbers (both between 0 and 1) where the first determines the minimum and the second the maximum. Full range, which means that all values are used, is encoded as `c(0, 1)`. For instance, when a gray scale is used for color (from black to white), `c(0,1)` means that all colors are used, `0.25, 0.75` means that only colors from dark gray to light gray are used (more precisely `"grey25"` to `"grey75"`), and `0, 0.5` means that only colors are used from black to middle gray (`"gray50"`). When only one number is specified, this is interpreted as the second number (where the first is set to 0). Default values can be set via the tmap option `values.range`.
`values.scale`	(generic scale argument) Scaling of the values. Only useful for size-related visual variables, such as `size` of `tm_symbols()` and `lwd` of `tm_lines()`.
`value.na`	(generic scale argument) Value used for missing values. See tmap option `"value.na"` for defaults per visual variable.
`value.null`	(generic scale argument) Value used for NULL values. See tmap option `"value.null"` for defaults per visual variable. Null data values occur when out-of-scope features are shown (e.g. for a map of Europe showing

	a data variable per country, the null values are applied to countries outside Europe).
`value.neutral`	(generic scale argument) Value that can be considered neutral. This is used for legends of other visual variables of the same map layer. E.g. when both `fill` and `size` are used for `tm_symbols()` (using filled circles), the size legend items are filled with the `value.neutral` color from the `fill.scale` scale, and fill legend items are bubbles of size `value.neutral` from the `size.scale` scale.
`levels`	Levels to show. Other values are treated as missing.
`levels.drop`	Should unused levels be dropped (and therefore are not assigned to a visual value and shown in the legend)?
`labels`	(generic scale argument) Labels
`label.na`	(generic scale argument) Label for missing values
`label.null`	(generic scale argument) Label for null (out-of-scope) values
`label.format`	(generic scale argument) Label formatting (similar to `legend.format` in tmap3)

See Also

`tm_scale()`

`tm_scale_rank` *Scales: rank scale*

Description

Scales in tmap are configured by the family of functions with prefix `tm_scale`. Such function should be used for the input of the `.scale` arguments in the layer functions (e.g. `fill.scale` in `tm_polygons()`). The function `tm_scale_rank()` is used to rank numeric data.

Usage

```
tm_scale_rank(
  n = NULL,
  ticks = NULL,
  values = NA,
  values.repeat = FALSE,
  values.range = NA,
  values.scale = NA,
  value.na = NA,
  value.null = NA,
  value.neutral = NA,
  labels = NULL,
  label.na = NA,
  label.null = NA,
  label.format = list(),
  unit = "rank"
)
```

Arguments

`n`	Preferred number of tick labels. Only used if `ticks` is not specified
`ticks`	Tick values. If not specified, it is determined automatically with `n`
`values`	(generic scale argument) The visual values. For colors (e.g. `fill` or `col` for `tm_polygons()`) this is a palette name from the `cols4all` package (see `cols4all::c4a()`) or vector of colors, for size (e.g. `size` for `tm_symbols()`) these are a set of sizes (if two values are specified they are interpret as range), for symbol shapes (e.g. `shape` for `tm_symbols()`) these are a set of symbols, etc. The tmap option `values.var` contains the default values per visual variable and in some cases also per data type.
`values.repeat`	(generic scale argument) Should the values be repeated in case there are more categories?
`values.range`	(generic scale argument) Range of the values, especially useful for color palettes. Vector of two numbers (both between 0 and 1) where the first determines the minimum and the second the maximum. Full range, which means that all values are used, is encoded as `c(0, 1)`. For instance, when a gray scale is used for color (from black to white), `c(0,1)` means that all colors are used, `0.25, 0.75` means that only colors from dark gray to light gray are used (more precisely `"grey25"` to `"grey75"`), and `0, 0.5` means that only colors are used from black to middle gray (`"grey50"`). When only one number is specified, this is interpreted as the second number (where the first is set to 0). Default values can be set via the tmap option `values.range`.
`values.scale`	(generic scale argument) Scaling of the values. Only useful for size-related visual variables, such as `size` of `tm_symbols()` and `lwd` of `tm_lines()`.
`value.na`	(generic scale argument) Value used for missing values. See tmap option `"value.na"` for defaults per visual variable.
`value.null`	(generic scale argument) Value used for NULL values. See tmap option `"value.null"` for defaults per visual variable. Null data values occur when out-of-scope features are shown (e.g. for a map of Europe showing a data variable per country, the null values are applied to countries outside Europe).
`value.neutral`	(generic scale argument) Value that can be considered neutral. This is used for legends of other visual variables of the same map layer. E.g. when both `fill` and `size` are used for `tm_symbols()` (using filled circles), the size legend items are filled with the `value.neutral` color from the `fill.scale` scale, and fill legend items are bubbles of size `value.neutral` from the `size.scale` scale.
`labels`	(generic scale argument) Labels
`label.na`	(generic scale argument) Label for missing values

`label.null`	(generic scale argument) Label for null (out-of-scope) values
`label.format`	(generic scale argument) Label formatting (similar to `legend.format` in tmap3)
`unit`	unit the unit name of the values. By default `"rank"`.

See Also

`tm_scale()`

`tm_scale_rgb` *Scales: RGB*

Description

Scales in tmap are configured by the family of functions with prefix `tm_scale`. Such function should be used for the input of the `.scale` arguments in the layer functions (e.g. `fill.scale` in `tm_polygons()`). The function `tm_scale_rgb()` is used to transform r, g, b band variables to colors. This function is adopted from (and works similar as) `stars::st_rgb()`

Usage

```
tm_scale_rgb(
  value.na = NA,
  stretch = FALSE,
  probs = c(0, 1),
  maxColorValue = 255L
)

tm_scale_rgba(
  value.na = NA,
  stretch = FALSE,
  probs = c(0, 1),
  maxColorValue = 255
)
```

Arguments

`value.na`	value for missing values
`stretch`	should each (r, g, b) band be stretched? Possible values: `"percent"` (same as `TRUE`) and `"histogram"`. In the first case, the values are stretched to `probs[1]...probs[2]`. In the second case, a histogram equalization is performed
`probs`	probability (quantile) values when `stretch = "percent"`
`maxColorValue`	maximum value

See Also

tm_scale() and stars::st_rgb()

Examples

```
require(stars)
file = system.file("tif/L7_ETMs.tif", package = "stars")

L7 = stars::read_stars(file)

tm_shape(L7) +
 tm_rgb(col.scale = tm_scale_rgb(probs = c(0, .99), stretch = TRUE))

tm_shape(L7) +
 tm_rgb(col.scale = tm_scale_rgb(stretch = "histogram"))
```

`tm_seq` *Specify a numeric sequence*

Description

Specify a numeric sequence, for numeric scales like `tm_scale_continuous()`. This function is needed when there is a non-linear relationship between the numeric data values and the visual variables. E.g. to make relationship with the area of bubbles linear, the square root of input variables should be used to calculate the radius of the bubbles.

Usage

```
tm_seq(
  from = 0,
  to = 1,
  power = c("lin", "sqrt", "sqrt_perceptual", "quadratic")
)
```

Arguments

`from, to`	The numeric range, default 0 and 1 respectively
`power`	The power component, or one of `"lin"`, `"sqrt"`, `"sqrt_perceptual"`, `"quadratic"`, which correspond to 1, 0.5, 0.5716, 2 respectively. See details.

Details

The perceived area of larger symbols is often underestimated. Flannery (1971) experimentally derived a method to compensate this for symbols. This compensation is obtained by using the power exponent of 0.5716 instead of 0.5, or by setting `power` to `"sqrt_perceptual"` `tm_sf` *Map layer: simple features*

Description

Map layer that draws simple features as they are. Supported visual variables are: `fill` (the fill color), `col` (the border color), `size` the point size, `shape` the symbol shape, `lwd` (line width), `lty` (line type), `fill_alpha` (fill color alpha transparency) and `col_alpha` (border color alpha transparency).

The visual variable arguments (e.g. `col`) can be specified with either a data variable name (of the object specified in `tm_shape()`), or with a visual value (for `col`, a color is expected). Multiple values can be specified: in that case facets are created. These facets can be combined with other faceting data variables, specified with `tm_facets()`.

Usage

```
tm_sf(
  fill = tm_const(),
  fill.scale = tm_scale(),
  fill.legend = tm_legend(),
  fill.free = NA,
  col = tm_const(),
  col.scale = tm_scale(),
  col.legend = tm_legend(),
  col.free = NA,
  size = tm_const(),
  size.scale = tm_scale(),
  size.legend = tm_legend(),
  size.free = NA,
  shape = tm_const(),
  shape.scale = tm_scale(),
  shape.legend = tm_legend(),
  shape.free = NA,
  lwd = tm_const(),
  lwd.scale = tm_scale(),
  lwd.legend = tm_legend(),
  lwd.free = NA,
  lty = tm_const(),
  lty.scale = tm_scale(),
  lty.legend = tm_legend(),
  lty.free = NA,
  fill_alpha = tm_const(),
  fill_alpha.scale = tm_scale(),
  fill_alpha.legend = tm_legend(),
  fill_alpha.free = NA,
  col_alpha = tm_const(),
  col_alpha.scale = tm_scale(),
  col_alpha.legend = tm_legend(),
  col_alpha.free = NA,
  linejoin = "round",
  lineend = "round",
  plot.order.list = list(polygons = tm_plot_order("AREA"), lines =
    tm_plot_order("LENGTH"), points = tm_plot_order("size")),
  options = opt_tm_sf(),
  zindex = NA,
  group = NA,
  group.control = "check",
  ...
)

opt_tm_sf(
  polygons.only = "yes",
  lines.only = "yes",
  points_only = "yes",
  point_per = "feature",
  points.icon.scale = 3,
  points.just = NA,
  points.grob.dim = c(width = 48, height = 48, render.width = 256, render.height = 256)
)
```

Arguments

`fill`, `fill.scale`, `fill.legend`, `fill.free`	Visual variable that determines the fill color. See details.
`col`, `col.scale`, `col.legend`, `col.free`	Visual variable that determines the color. See details.
`size`, `size.scale`, `size.legend`, `size.free`	Visual variable that determines the size. See details.
`shape`, `shape.scale`, `shape.legend`, `shape.free`	Visual variable that determines the shape. See details.
`lwd`, `lwd.scale`, `lwd.legend`, `lwd.free`	Visual variable that determines the line width. See details.
`lty`, `lty.scale`, `lty.legend`, `lty.free`	Visual variable that determines the line type. See details.
`fill_alpha`, `fill_alpha.scale`, `fill_alpha.legend`, `fill_alpha.free`	Visual variable that determines the fill color transparency. See details.
`col_alpha`, `col_alpha.scale`, `col_alpha.legend`, `col_alpha.free`	Visual variable that determines the color transparency. See details.
`linejoin`, `lineend`	line join and line end. See gpar() for details.
`plot.order.list`	Specification in which order the spatial features are drawn. This consists of a list of three elementary geometry types: for polygons, lines and, points. For each of these types, which are drawn in that order, a `tm_plot_order()` is required.

`options`	options passed on to the corresponding `opt_<layer_function>` function
`zindex`	Map layers are drawn on top of each other. The `zindex` numbers (one for each map layer) determines the stacking order. By default the map layers are drawn in the order they are called.
`group`	Name of the group to which this layer belongs. This is only relevant in view mode, where layer groups can be switched (see `group.control`)
`group.control`	In view mode, the group control determines how layer groups can be switched on and off. Options: `"radio"` for radio buttons (meaning only one group can be shown), `"check"` for check boxes (so multiple groups can be shown), and `"none"` for no control (the group cannot be (de)selected).
`...`	passed on to `tm_polygons()`, `tm_lines()`, and `tm_dots()`
`polygons.only`	should only polygon geometries of the shape object (defined in `tm_shape()`) be plotted? By default `"ifany"`, which means `TRUE` in case a geometry collection is specified.
`lines.only`	should only line geometries of the shape object (defined in `tm_shape()`) be plotted, or also other geometry types (like polygons)? By default `"ifany"`, which means `TRUE` in case a geometry collection is specified.
`points_only`	should only point geometries of the shape object (defined in `tm_shape()`) be plotted? By default `"ifany"`, which means `TRUE` in case a geometry collection is specified.
`point_per`	specification of how spatial points are mapped when the geometry is a multi line or a multi polygon. One of `"feature"`, `"segment"` or `"largest"`. The first generates a spatial point for every feature, the second for every segment (i.e. subfeature), the third only for the largest segment (subfeature). Note that the last two options can be significant slower.
`points.icon.scale`	scaling number that determines how large the icons (or grobs) are in plot mode in comparison to proportional symbols (such as bubbles). For view mode, use the argument `grob.dim`
`points.just`	justification of the points relative to the point coordinates. Either one of the following values: `"left"` , `"right"`, `"center"`, `"bottom"`, and `"top"`, or a vector of two values where first value specifies horizontal and the second value vertical justification. Besides the mentioned values, also numeric values between 0 and 1 can be used. 0 means left justification for the first value and bottom justification for the second value. Note that in view mode, only one value is used.
`points.grob.dim`	vector of four values that determine how grob objects (see details) are shown in view mode. The first and second value are the width and height of the displayed icon. The third and fourth value are the width and height of the rendered png image that is used for the icon. Generally, the third and fourth value should be large enough to render a ggplot2 graphic successfully. Only needed for the view mode.

Details

The `.scale` arguments determine the used scale to map the data values to visual variable values. These can be specified with one of the available `tm_scale_()` functions. The default scale that is used is specified by the tmap option `scales.var`.

The `.legend` arguments determine the used legend, specified with `tm_legend()`. The default legend and its settings are determined by the tmap options `legend.`.

The `.free` arguments determine whether scales are applied freely across facets, or shared. A logical value is required. They can also be specified with a vector of three logical values; these determine whether scales are applied freely per facet dimension. This is only useful when facets are applied (see `tm_facets()`). There are maximally three facet dimensions: rows, columns, and pages. This only applies for a facet grid (`tm_facets_grid()`). For instance, `col.free = c(TRUE, FALSE, FALSE)` means that for the visual variable `col`, each row of facets will have its own scale, and therefore its own legend. For facet wraps and stacks (`tm_facets_wrap()` and `tm_facets_stack()`) there is only one facet dimension, so the `.free` argument requires only one logical value.

Examples

```
data(World)

World$geometry[World$continent == "Africa"] <-
  sf::st_centroid(World$geometry[World$continent == "Africa"])
World$geometry[World$continent == "South America"] <-
  sf::st_cast(World$geometry[World$continent == "South America"],
    "MULTILINESTRING", group_or_split = FALSE)

tm_shape(World, crs = "+proj=robin") +
 tm_sf()
```

`tm_shape` *Shape (spatial object) specification*

Description

Specify a shape, which is a spatial object from one of these spatial object class packages: `sf`, `stars`, or `terra`.

Usage

```
tm_shape(
  shp,
  bbox = NULL,
  crs = NULL,
  is.main = NA,
  name = NULL,
  unit = NULL,
  filter = NULL,
    ...
  )
```

Arguments

`shp`	Spatial object
`bbox`	Bounding box of the map (only used if `shp` is the main shape (see `is.main`)
`crs`	CRS to which `shp` is reprojected (only used if `is.main = TRUE`)
`is.main`	Is `shp` the main shape, which determines the crs and bounding box of the map? By default, `TRUE` if it is the first `tm_shape` call
`name`	Name of the shape
`unit`	Unit of the coordinates
`filter`	Filter features
`...`	passed on to `bb` (e.g. `ext` can be used to enlarge or shrink a bounding box)

Examples

```
tm_shape(World, crs = "+proj=ortho +lat_0=-10 +lon_0=-30") +
 tm_polygons()

tm_shape(World, crs = "+proj=robin", filter = World$continent=="Africa") +
 tm_polygons()
```

`tm_style` *Layout options*

Description

Set of tmap options that are directly related to the layout.

Usage

```
tm_style(style, ...)

tm_format(format, ...)

tm_layout(
  scale,
  asp,
  bg.color,
  outer.bg.color,
  frame,
  frame.lwd,
  frame.r,
  frame.double_line,
  outer.margins,
  inner.margins,
  inner.margins.extra,
  meta.margins,
  meta.auto_margins,
  between_margin,
  panel.margin,
  component.offset,
  component.stack_margin,
  grid.mark.height,
  xylab.height,
  coords.height,
  xlab.show,
  xlab.text,
  xlab.size,
  xlab.color,
  xlab.rotation,
  xlab.space,
  xlab.fontface,
  xlab.fontfamily,
  xlab.side,
  ylab.show,
  ylab.text,
  ylab.size,
  ylab.color,
  ylab.rotation,
  ylab.space,
  ylab.fontface,
  ylab.fontfamily,
  ylab.side,
  panel.type,
  panel.wrap.pos,
  panel.xtab.pos,
  unit,
  color.sepia_intensity,
  color.saturation,
  color_vision_deficiency_sim,
  text.fontface,
  text.fontfamily,
  component.position,
  component.autoscale,
  legend.show,
  legend.design,
  legend.orientation,
  legend.position,
  legend.width,
  legend.height,
  legend.stack,
  legend.group.frame,
  legend.resize_as_group,
  legend.reverse,
  legend.na.show,
  legend.title.color,
  legend.title.size,
  legend.title.fontface,
  legend.title.fontfamily,
  legend.xlab.color,
  legend.xlab.size,
  legend.xlab.fontface,
  legend.xlab.fontfamily,
  legend.ylab.color,
  legend.ylab.size,
  legend.ylab.fontface,
  legend.ylab.fontfamily,
  legend.text.color,
  legend.text.size,
  legend.text.fontface,
  legend.text.fontfamily,
  legend.frame,
  legend.frame.lwd,
  legend.frame.r,
  legend.bg.color,
  legend.bg.alpha,
  legend.only,
  legend.settings.standard.portrait,
  legend.settings.standard.landscape,
  chart.show,
  chart.plot.axis.x,
  chart.plot.axis.y,
  chart.position,
  chart.width,
  chart.height,
  chart.stack,
  chart.group.frame,
  chart.resize_as_group,
  chart.reverse,
  chart.na.show,
  chart.title.color,
  chart.title.size,
  chart.title.fontface,
  chart.title.fontfamily,
  chart.xlab.color,
  chart.xlab.size,
  chart.xlab.fontface,
  chart.xlab.fontfamily,
  chart.ylab.color,
  chart.ylab.size,
  chart.ylab.fontface,
  chart.ylab.fontfamily,
  chart.text.color,
  chart.text.size,
  chart.text.fontface,
  chart.text.fontfamily,
  chart.frame,
  chart.frame.lwd,
  chart.frame.r,
  chart.bg.color,
  chart.bg.alpha,
  chart.object.color,
  title.show,
  title.size,
  title.color,
  title.fontface,
  title.fontfamily,
  title.bg.color,
  title.bg.alpha,
  title.padding,
  title.frame,
  title.frame.lwd,
  title.frame.r,
  title.stack,
  title.position,
  title.width,
  title.group.frame,
  title.resize_as_group,
  credits.show,
  credits.size,
  credits.color,
  credits.fontface,
  credits.fontfamily,
  credits.bg.color,
  credits.bg.alpha,
  credits.padding,
  credits.frame,
  credits.frame.lwd,
  credits.frame.r,
  credits.stack,
  credits.position,
  credits.width,
  credits.height,
  credits.group.frame,
  credits.resize_as_group,
  compass.north,
  compass.type,
  compass.text.size,
  compass.size,
  compass.show.labels,
  compass.cardinal.directions,
  compass.text.color,
  compass.color.dark,
  compass.color.light,
  compass.lwd,
  compass.bg.color,
  compass.bg.alpha,
  compass.margins,
  compass.show,
  compass.stack,
  compass.position,
  compass.frame,
  compass.frame.lwd,
  compass.frame.r,
  compass.group.frame,
  compass.resize_as_group,
  logo.height,
  logo.margins,
  logo.between_margin,
  logo.show,
  logo.stack,
  logo.position,
  logo.frame,
  logo.frame.lwd,
  logo.frame.r,
  logo.group.frame,
  logo.resize_as_group,
  scalebar.show,
  scalebar.breaks,
  scalebar.width,
  scalebar.text.size,
  scalebar.text.color,
  scalebar.color.dark,
  scalebar.color.light,
  scalebar.lwd,
  scalebar.bg.color,
  scalebar.bg.alpha,
  scalebar.size,
  scalebar.margins,
  scalebar.stack,
  scalebar.position,
  scalebar.frame,
  scalebar.frame.lwd,
  scalebar.frame.r,
  scalebar.group.frame,
  scalebar.resize_as_group,
  grid.show,
  grid.labels.pos,
  grid.x,
  grid.y,
  grid.n.x,
  grid.n.y,
  grid.crs,
  grid.col,
  grid.lwd,
  grid.alpha,
  grid.labels.show,
  grid.labels.size,
  grid.labels.col,
  grid.labels.rot,
  grid.labels.format,
  grid.labels.cardinal,
  grid.labels.margin.x,
  grid.labels.margin.y,
  grid.labels.space.x,
  grid.labels.space.y,
  grid.labels.inside_frame,
  grid.ticks,
  grid.lines,
  grid.ndiscr,
  mouse_coordinates.stack,
  mouse_coordinates.position,
  mouse_coordinates.show,
  minimap.server,
  minimap.toggle,
  minimap.stack,
  minimap.position,
  minimap.show,
  panel.show,
  panel.labels,
  panel.label.size,
  panel.label.color,
  panel.label.fontface,
  panel.label.fontfamily,
  panel.label.bg.color,
  panel.label.frame,
  panel.label.frame.lwd,
  panel.label.frame.r,
  panel.label.height,
  panel.label.rot,
  bbox,
  set_bounds,
  set_view,
  set_zoom_limits,
  qtm.scalebar,
  qtm.minimap,
  qtm.mouse_coordinates,
  earth_boundary,
  earth_boundary.color,
  earth_boundary.lwd,
  earth_datum,
  space.color,
  check_and_fix,
  basemap.show,
  basemap.server,
  basemap.alpha,
  basemap.zoom,
  tiles.show,
  tiles.server,
  tiles.alpha,
  tiles.zoom,
  attr.color,
  title = NULL,
  ...
)
```

Arguments

`style`	name of the style
`...`	List of tmap options to be set, or option names (characters) to be returned (see details)
`format`	name of the format
`scale`	Overall scale of the map
`asp`	Aspect ratio of each map. When `asp` is set to `NA` (default) the aspect ratio will be adjusted to the used shapes. When set to 0 the aspect ratio is adjusted to the size of the device divided by the number of columns and rows.
`bg.color`	Background color of the map.
`outer.bg.color`	Background color of map outside the frame.
`frame`	The frame of the .
`frame.lwd`	The line width of the frame. See `graphics::par`, option 'lwd'.
`frame.r`	The r (radius) of the frame.
`frame.double_line`	The double line of the frame. TRUE of FALSE.
`outer.margins`	The margins of the outer space (outside the frame. A vector of 4 values: bottom, left, top, right. The unit is the device height (for bottom and top) or width (for left and right).

`inner.margins`	The margins of the inner space (inside the frame). A vector of 4 values: bottom, left, top, right. The unit is the device height (for bottom and top) or width (for left and right).
`inner.margins.extra`	The extra arguments of the margins of the inner space (inside the frame). A list of arguments.
`meta.margins`	The margins of the meta. A vector of 4 values: bottom, left, top, right. The unit is the device height (for bottom and top) or width (for left and right).
`meta.auto_margins`	The auto_margins of the meta.
`between_margin`	The between_margin of the .
`panel.margin`	The margin of the panel.
`component.offset`	The offset of the component.
`component.stack_margin`	The stack_margin of the component.
`grid.mark.height`	The height of the mark of the grid.
`xylab.height`	The height of the xylab.
`coords.height`	The height of the coords.
`xlab.show`	The visibility of the xlab. TRUE or FALSE.
`xlab.text`	The text of the xlab.
`xlab.size`	The size of the xlab.
`xlab.color`	The color of the xlab.
`xlab.rotation`	The rotation of the xlab.
`xlab.space`	The space of the xlab. In terms of number of line heights.
`xlab.fontface`	The font face of the xlab. See `graphics::par`, option 'font'.
`xlab.fontfamily`	The font family of the xlab. See `graphics::par`, option 'family'.
`xlab.side`	The side of the xlab.
`ylab.show`	The visibility of the ylab. TRUE or FALSE.
`ylab.text`	The text of the ylab.
`ylab.size`	The size of the ylab.
`ylab.color`	The color of the ylab.
`ylab.rotation`	The rotation of the ylab.
`ylab.space`	The space of the ylab. In terms of number of line heights.
`ylab.fontface`	The font face of the ylab. See `graphics::par`, option 'font'.
`ylab.fontfamily`	The font family of the ylab. See `graphics::par`, option 'family'.

`ylab.side`	The side of the ylab.
`panel.type`	The type of the panel.
`panel.wrap.pos`	The pos of the wrap of the panel.
`panel.xtab.pos`	The pos of the xtab of the panel.
`unit`	The unit of the .
`color.sepia_intensity`	The sepia_intensity of the color.
`color.saturation`	The saturation of the color.
`color_vision_deficiency_sim`	The color_vision_deficiency_sim of the .
`text.fontface`	The font face of the text. See `graphics::par`, option 'font'.
`text.fontfamily`	The font family of the text. See `graphics::par`, option 'family'.
`component.position`	The position of the component.
`component.autoscale`	The autoscale of the component.
`legend.show`	The visibility of the legend. TRUE or FALSE.
`legend.design`	The design of the legend.
`legend.orientation`	The orientation of the legend.
`legend.position`	The position of the legend.
`legend.width`	The width of the legend.
`legend.height`	The height of the legend.
`legend.stack`	The stack of the legend.
`legend.group.frame`	The frame of the group of the legend.
`legend.resize_as_group`	The resize_as_group of the legend.
`legend.reverse`	The reverse of the legend.
`legend.na.show`	The visibility of the na of the legend. TRUE or FALSE.
`legend.title.color`	The color of the title of the legend.
`legend.title.size`	The size of the title of the legend.
`legend.title.fontface`	The font face of the title of the legend. See `graphics::par`, option 'font'.

`legend.title.fontfamily`	The font family of the title of the legend. See `graphics::par`, option 'family'.
`legend.xlab.color`	The color of the xlab of the legend.
`legend.xlab.size`	The size of the xlab of the legend.
`legend.xlab.fontface`	The font face of the xlab of the legend. See `graphics::par`, option 'font'.
`legend.xlab.fontfamily`	The font family of the xlab of the legend. See `graphics::par`, option 'family'.
`legend.ylab.color`	The color of the ylab of the legend.
`legend.ylab.size`	The size of the ylab of the legend.
`legend.ylab.fontface`	The font face of the ylab of the legend. See `graphics::par`, option 'font'.
`legend.ylab.fontfamily`	The font family of the ylab of the legend. See `graphics::par`, option 'family'.
`legend.text.color`	The color of the text of the legend.
`legend.text.size`	The size of the text of the legend.
`legend.text.fontface`	The font face of the text of the legend. See `graphics::par`, option 'font'.
`legend.text.fontfamily`	The font family of the text of the legend. See `graphics::par`, option 'family'.
`legend.frame`	The frame of the legend.
`legend.frame.lwd`	The line width of the frame of the legend. See `graphics::par`, option 'lwd'.
`legend.frame.r`	The r (radius) of the frame of the legend.
`legend.bg.color`	The color of the bg of the legend.
`legend.bg.alpha`	The alpha transparency of the bg of the legend.
`legend.only`	The only of the legend.
`legend.settings.standard.portrait`	The portrait of the standard of the settings of the legend.
`legend.settings.standard.landscape`	The landscape of the standard of the settings of the legend.

`chart.show`	The visibility of the chart. TRUE or FALSE.
`chart.plot.axis.x`	The x of the axis of the plot of the chart.
`chart.plot.axis.y`	The y of the axis of the plot of the chart.
`chart.position`	The position of the chart.
`chart.width`	The width of the chart.
`chart.height`	The height of the chart.
`chart.stack`	The stack of the chart.
`chart.group.frame`	The frame of the group of the chart.
`chart.resize_as_group`	The resize_as_group of the chart.
`chart.reverse`	The reverse of the chart.
`chart.na.show`	The visibility of the na of the chart. TRUE or FALSE.
`chart.title.color`	The color of the title of the chart.
`chart.title.size`	The size of the title of the chart.
`chart.title.fontface`	The font face of the title of the chart. See `graphics::par`, option 'font'.
`chart.title.fontfamily`	The font family of the title of the chart. See `graphics::par`, option 'family'.
`chart.xlab.color`	The color of the xlab of the chart.
`chart.xlab.size`	The size of the xlab of the chart.
`chart.xlab.fontface`	The font face of the xlab of the chart. See `graphics::par`, option 'font'.
`chart.xlab.fontfamily`	The font family of the xlab of the chart. See `graphics::par`, option 'family'.
`chart.ylab.color`	The color of the ylab of the chart.
`chart.ylab.size`	The size of the ylab of the chart.
`chart.ylab.fontface`	The font face of the ylab of the chart. See `graphics::par`, option 'font'.
`chart.ylab.fontfamily`	The font family of the ylab of the chart. See `graphics::par`, option 'family'.
`chart.text.color`	The color of the text of the chart.

`chart.text.size`	The size of the text of the chart.
`chart.text.fontface`	The font face of the text of the chart. See `graphics::par`, option 'font'.
`chart.text.fontfamily`	The font family of the text of the chart. See `graphics::par`, option 'family'.
`chart.frame`	The frame of the chart.
`chart.frame.lwd`	The line width of the frame of the chart. See `graphics::par`, option 'lwd'.
`chart.frame.r`	The r (radius) of the frame of the chart.
`chart.bg.color`	The color of the bg of the chart.
`chart.bg.alpha`	The alpha transparency of the bg of the chart.
`chart.object.color`	The color of the object of the chart.
`title.show`	The visibility of the title. TRUE or FALSE.
`title.size`	The size of the title.
`title.color`	The color of the title.
`title.fontface`	The font face of the title. See `graphics::par`, option 'font'.
`title.fontfamily`	The font family of the title. See `graphics::par`, option 'family'.
`title.bg.color`	The color of the bg of the title.
`title.bg.alpha`	The alpha transparency of the bg of the title.
`title.padding`	The padding of the title.
`title.frame`	The frame of the title.
`title.frame.lwd`	The line width of the frame of the title. See `graphics::par`, option 'lwd'.
`title.frame.r`	The r (radius) of the frame of the title.
`title.stack`	The stack of the title.
`title.position`	The position of the title.
`title.width`	The width of the title.
`title.group.frame`	The frame of the group of the title.
`title.resize_as_group`	The resize_as_group of the title.
`credits.show`	The visibility of the credits. TRUE or FALSE.
`credits.size`	The size of the credits.

`credits.color`	The color of the credits.
`credits.fontface`	The font face of the credits. See `graphics::par`, option 'font'.
`credits.fontfamily`	The font family of the credits. See `graphics::par`, option 'family'.
`credits.bg.color`	The color of the bg of the credits.
`credits.bg.alpha`	The alpha transparency of the bg of the credits.
`credits.padding`	The padding of the credits.
`credits.frame`	The frame of the credits.
`credits.frame.lwd`	The line width of the frame of the credits. See `graphics::par`, option 'lwd'.
`credits.frame.r`	The r (radius) of the frame of the credits.
`credits.stack`	The stack of the credits.
`credits.position`	The position of the credits.
`credits.width`	The width of the credits.
`credits.height`	The height of the credits.
`credits.group.frame`	The frame of the group of the credits.
`credits.resize_as_group`	The resize_as_group of the credits.
`compass.north`	The north of the compass.
`compass.type`	The type of the compass.
`compass.text.size`	The size of the text of the compass.
`compass.size`	The size of the compass.
`compass.show.labels`	The labels of the show of the compass.
`compass.cardinal.directions`	The directions of the cardinal of the compass.
`compass.text.color`	The color of the text of the compass.
`compass.color.dark`	The dark of the color of the compass.
`compass.color.light`	The light of the color of the compass.
`compass.lwd`	The line width of the compass. See `graphics::par`, option 'lwd'.
`compass.bg.color`	The color of the bg of the compass.

`compass.bg.alpha`	The alpha transparency of the bg of the compass.
`compass.margins`	The margins of the compass. A vector of 4 values: bottom, left, top, right. The unit is the device height (for bottom and top) or width (for left and right).
`compass.show`	The visibility of the compass. TRUE or FALSE.
`compass.stack`	The stack of the compass.
`compass.position`	The position of the compass.
`compass.frame`	The frame of the compass.
`compass.frame.lwd`	The line width of the frame of the compass. See `graphics::par`, option 'lwd'.
`compass.frame.r`	The r (radius) of the frame of the compass.
`compass.group.frame`	The frame of the group of the compass.
`compass.resize_as_group`	The resize_as_group of the compass.
`logo.height`	The height of the logo.
`logo.margins`	The margins of the logo. A vector of 4 values: bottom, left, top, right. The unit is the device height (for bottom and top) or width (for left and right).
`logo.between_margin`	The between_margin of the logo.
`logo.show`	The visibility of the logo. TRUE or FALSE.
`logo.stack`	The stack of the logo.
`logo.position`	The position of the logo.
`logo.frame`	The frame of the logo.
`logo.frame.lwd`	The line width of the frame of the logo. See `graphics::par`, option 'lwd'.
`logo.frame.r`	The r (radius) of the frame of the logo.
`logo.group.frame`	The frame of the group of the logo.
`logo.resize_as_group`	The resize_as_group of the logo.
`scalebar.show`	The visibility of the scalebar. TRUE or FALSE.
`scalebar.breaks`	The break values of the scalebar.
`scalebar.width`	The width of the scalebar.
`scalebar.text.size`	The size of the text of the scalebar.

`scalebar.text.color`	The color of the text of the scalebar.
`scalebar.color.dark`	The dark of the color of the scalebar.
`scalebar.color.light`	The light of the color of the scalebar.
`scalebar.lwd`	The line width of the scalebar. See `graphics::par`, option 'lwd'.
`scalebar.bg.color`	The color of the bg of the scalebar.
`scalebar.bg.alpha`	The alpha transparency of the bg of the scalebar.
`scalebar.size`	The size of the scalebar.
`scalebar.margins`	The margins of the scalebar. A vector of 4 values: bottom, left, top, right. The unit is the device height (for bottom and top) or width (for left and right).
`scalebar.stack`	The stack of the scalebar.
`scalebar.position`	The position of the scalebar.
`scalebar.frame`	The frame of the scalebar.
`scalebar.frame.lwd`	The line width of the frame of the scalebar. See `graphics::par`, option 'lwd'.
`scalebar.frame.r`	The r (radius) of the frame of the scalebar.
`scalebar.group.frame`	The frame of the group of the scalebar.
`scalebar.resize_as_group`	The resize_as_group of the scalebar.
`grid.show`	The visibility of the grid. TRUE or FALSE.
`grid.labels.pos`	The pos of the labels of the grid.
`grid.x`	The x of the grid.
`grid.y`	The y of the grid.
`grid.n.x`	The x of the n of the grid.
`grid.n.y`	The y of the n of the grid.
`grid.crs`	The coordinate reference system (CRS) of the grid.
`grid.col`	The color of the grid.
`grid.lwd`	The line width of the grid. See `graphics::par`, option 'lwd'.
`grid.alpha`	The alpha transparency of the grid.
`grid.labels.show`	The visibility of the labels of the grid. TRUE or FALSE.

`grid.labels.size`	The size of the labels of the grid.
`grid.labels.col`	The color of the labels of the grid.
`grid.labels.rot`	The rot of the labels of the grid.
`grid.labels.format`	The format of the labels of the grid.
`grid.labels.cardinal`	The cardinal of the labels of the grid.
`grid.labels.margin.x`	The x of the margin of the labels of the grid.
`grid.labels.margin.y`	The y of the margin of the labels of the grid.
`grid.labels.space.x`	The x of the space of the labels of the grid.
`grid.labels.space.y`	The y of the space of the labels of the grid.
`grid.labels.inside_frame`	The inside_frame of the labels of the grid.
`grid.ticks`	The ticks of the grid.
`grid.lines`	The lines of the grid.
`grid.ndiscr`	The ndiscr of the grid.
`mouse_coordinates.stack`	The stack of the mouse_coordinates.
`mouse_coordinates.position`	The position of the mouse_coordinates.
`mouse_coordinates.show`	The visibility of the mouse_coordinates. TRUE or FALSE.
`minimap.server`	The server of the minimap.
`minimap.toggle`	The toggle of the minimap.
`minimap.stack`	The stack of the minimap.
`minimap.position`	The position of the minimap.
`minimap.show`	The visibility of the minimap. TRUE or FALSE.
`panel.show`	The visibility of the panel. TRUE or FALSE.
`panel.labels`	The labels of the panel.
`panel.label.size`	The size of the label of the panel.
`panel.label.color`	The color of the label of the panel.

`panel.label.fontface`	The font face of the label of the panel. See `graphics::par`, option 'font'.
`panel.label.fontfamily`	The font family of the label of the panel. See `graphics::par`, option 'family'.
`panel.label.bg.color`	The color of the bg of the label of the panel.
`panel.label.frame`	The frame of the label of the panel.
`panel.label.frame.lwd`	The line width of the frame of the label of the panel. See `graphics::par`, option 'lwd'.
`panel.label.frame.r`	The r (radius) of the frame of the label of the panel.
`panel.label.height`	The height of the label of the panel.
`panel.label.rot`	The rot of the label of the panel.
`bbox`	The bounding box of the .
`set_bounds`	The set_bounds of the .
`set_view`	The set_view of the .
`set_zoom_limits`	The set_zoom_limits of the .
`qtm.scalebar`	The scalebar of the qtm.
`qtm.minimap`	The minimap of the qtm.
`qtm.mouse_coordinates`	The mouse_coordinates of the qtm.
`earth_boundary`	The earth_boundary of the .
`earth_boundary.color`	The color of the earth_boundary.
`earth_boundary.lwd`	The line width of the earth_boundary. See `graphics::par`, option 'lwd'.
`earth_datum`	The earth_datum of the .
`space.color`	The color of the space.
`check_and_fix`	The check_and_fix of the .
`basemap.show`	The visibility of the basemap. TRUE or FALSE.
`basemap.server`	The server of the basemap.
`basemap.alpha`	The alpha transparency of the basemap.
`basemap.zoom`	The zoom of the basemap.
`tiles.show`	The visibility of the tiles. TRUE or FALSE.
`tiles.server`	The server of the tiles.

`tiles.alpha`	The alpha transparency of the tiles.
`tiles.zoom`	The zoom of the tiles.
`attr.color`	The color of the attr.
`title`	deprecated See `tm_title()`

Examples

```
data(land, World)
# Error unable to warp stars (argument not yet added to tm_shape)
# On Windows
## Not run:
tm_shape(land, raster.wrap = FALSE) +
  tm_raster(
    "elevation",
    col.scale = tm_scale_intervals(
      breaks = c(-Inf, 250, 500, 1000, 1500, 2000, 2500, 3000, 4000, Inf),
      values = terrain.colors(9), midpoint = NA
    ),
    col.legend = tm_legend(
      title = "Elevation", position = tm_pos_in("left", "bottom"),
      frame = TRUE, bg.color = "lightblue"
    )
  ) +
  tm_shape(World, is.main = TRUE, crs = "+proj=eck4") +
  tm_borders("grey20") +
  tm_graticules(labels.size = .5) +
  tm_text("name", size = "AREA") +
  # tm_compass(position = c(.65, .15), color.light = "grey90") +
  # tm_credits("Eckert IV projection", position = c("right", "BOTTOM")) +
  tm_style("classic_v3") +
  tm_layout(bg.color = "lightblue", inner.margins = c(0, 0, .02, 0))

## End(Not run)
data(land, World)

tm_shape(World) +
 tm_fill("pop_est_dens", fill.scale = tm_scale_intervals(style = "kmeans"),
   fill.legend = tm_legend(title = "Population density")) +
 tm_style("albatross_v3", frame.lwd = 10) +
 tm_format("World") +
 tm_title("The World", position = tm_pos_in("left", "top"))


################################
# not working yet:
################################

## Not run:
 tm_shape(land) +
  tm_raster("elevation",
      breaks=c(-Inf, 250, 500, 1000, 1500, 2000, 2500, 3000, 4000, Inf),
      palette = terrain.colors(9), title="Elevation", midpoint = NA) +
  tm_shape(World, is.master=TRUE, projection = "+proj=eck4") +
  tm_borders("grey20") +
  tm_graticules(labels.size = .5) +
  tm_text("name", size="AREA") +
  tm_compass(position = c(.65, .15), color.light = "grey90") +
  tm_credits("Eckert IV projection", position = c("right", "BOTTOM")) +
  tm_style("classic") +
  tm_layout(bg.color="lightblue",
      inner.margins=c(.04,.03, .02, .01),
      earth_boundary = TRUE,
      space.color="grey90") +
  tm_legend(position = c("left", "bottom"),
      frame = TRUE,
      bg.color="lightblue")

## End(Not run)

tm_shape(World, projection="+proj=robin") +
 tm_polygons("HPI", palette="div", n=7,
    title = "Happy Planet Index") +
 tm_credits("Robinson projection", position = c("right", "BOTTOM")) +
 tm_style("natural", earth_boundary = c(-180, -87, 180, 87), inner.margins = .05) +
 tm_legend(position=c("left", "bottom"), bg.color="grey95", frame=TRUE)
# Not working yet
## Not run:
# Example to illustrate the type of titles
tm_shape(World) +
 tm_polygons(c("income_grp", "economy"), title = c("Legend Title 1", "Legend Title 2")) +
 tm_layout(main.title = "Main Title",
     main.title.position = "center",
     main.title.color = "blue",
     title = c("Title 1", "Title 2"),
     title.color = "red",
     panel.labels = c("Panel Label 1", "Panel Label 2"),
     panel.label.color = "purple",
     legend.text.color = "brown")


## End(Not run)

## Not run:
 # global option tmap.style demo

 # get current style
 current.style <- tmap_style()

 qtm(World, fill = "economy", format = "World")

 tmap_style("col_blind")
 qtm(World, fill = "economy", format = "World")

 tmap_style("cobalt")
 qtm(World, fill = "economy", format = "World")
 # set to current style
 tmap_style(current.style)

## End(Not run)

# TIP: check out these examples in view mode, enabled with tmap_mode("view")
```

`tm_symbols` *Map layer: symbols*

Description

Map layer that draws symbols Supported visual variables are: `fill` (the fill color), `col` (the border color), `size` the symbol size, `shape` the symbol shape, `lwd` (line width), `lty` (line type), `fill_alpha` (fill color alpha transparency) and `col_alpha` (border color alpha transparency).

Usage

```
tm_symbols(
  size = tm_const(),
  size.scale = tm_scale(),
  size.legend = tm_legend(),
  size.chart = tm_chart_none(),
  size.free = NA,
  fill = tm_const(),
  fill.scale = tm_scale(),
  fill.legend = tm_legend(),
  fill.chart = tm_chart_none(),
  fill.free = NA,
  col = tm_const(),
  col.scale = tm_scale(),
  col.legend = tm_legend(),
  col.chart = tm_chart_none(),
  col.free = NA,
  shape = tm_const(),
  shape.scale = tm_scale(),
  shape.legend = tm_legend(),
  shape.chart = tm_chart_none(),
  shape.free = NA,
  lwd = tm_const(),
  lwd.scale = tm_scale(),
  lwd.legend = tm_legend(),
  lwd.chart = tm_chart_none(),
  lwd.free = NA,
  lty = tm_const(),
  lty.scale = tm_scale(),
  lty.legend = tm_legend(),
  lty.chart = tm_chart_none(),
  lty.free = NA,
  fill_alpha = tm_const(),
  fill_alpha.scale = tm_scale(),
  fill_alpha.legend = tm_legend(),
  fill_alpha.chart = tm_chart_none(),
  fill_alpha.free = NA,
  col_alpha = tm_const(),
  col_alpha.scale = tm_scale(),
  col_alpha.legend = tm_legend(),
  col_alpha.chart = tm_chart_none(),
  col_alpha.free = NA,
  plot.order = tm_plot_order("size"),
  zindex = NA,
  group = NA,
  group.control = "check",
  popup.vars = NA,
  popup.format = list(),
  hover = NA,
  id = "",
  options = opt_tm_symbols(),
  ...
)

tm_dots(
  fill = tm_const(),
  fill.scale = tm_scale(),
  fill.legend = tm_legend(),
  fill.free = NA,
  size = tm_const(),
  size.scale = tm_scale(),
  size.legend = tm_legend(),
  size.free = NA,
  lwd = tm_const(),
  lwd.scale = tm_scale(),
  lwd.legend = tm_legend(),
  lwd.free = NA,
  lty = tm_const(),
  lty.scale = tm_scale(),
  lty.legend = tm_legend(),
  lty.free = NA,
  fill_alpha = tm_const(),
  fill_alpha.scale = tm_scale(),
  fill_alpha.legend = tm_legend(),
  fill_alpha.free = NA,
  plot.order = tm_plot_order("DATA"),
  zindex = NA,
  group = NA,
  group.control = "check",
  options = opt_tm_dots(),
  ...
)

tm_bubbles(
  size = tm_const(),
  size.scale = tm_scale(),
  size.legend = tm_legend(),
  size.free = NA,
  fill = tm_const(),
  fill.scale = tm_scale(),
  fill.legend = tm_legend(),
  fill.free = NA,
  col = tm_const(),
  col.scale = tm_scale(),
  col.legend = tm_legend(),
  col.free = NA,
  lwd = tm_const(),
  lwd.scale = tm_scale(),
  lwd.legend = tm_legend(),
  lwd.free = NA,
  lty = tm_const(),
  lty.scale = tm_scale(),
  lty.legend = tm_legend(),
  lty.free = NA,
  fill_alpha = tm_const(),
  fill_alpha.scale = tm_scale(),
  fill_alpha.legend = tm_legend(),
  fill_alpha.free = NA,
  col_alpha = tm_const(),
  col_alpha.scale = tm_scale(),
  col_alpha.legend = tm_legend(),
  col_alpha.free = NA,
  plot.order = tm_plot_order("size"),
  zindex = NA,
  group = NA,
  group.control = "check",
  options = opt_tm_bubbles(),
  ...
)

tm_squares(
  size = tm_const(),
  size.scale = tm_scale(),
  size.legend = tm_legend(),
  size.free = NA,
  fill = tm_const(),
  fill.scale = tm_scale(),
  fill.legend = tm_legend(),
  fill.free = NA,
  col = tm_const(),
  col.scale = tm_scale(),
  col.legend = tm_legend(),
  col.free = NA,
  lwd = tm_const(),
  lwd.scale = tm_scale(),
  lwd.legend = tm_legend(),
  lwd.free = NA,
  lty = tm_const(),
  lty.scale = tm_scale(),
  lty.legend = tm_legend(),
  lty.free = NA,
  fill_alpha = tm_const(),
  fill_alpha.scale = tm_scale(),
  fill_alpha.legend = tm_legend(),
  fill_alpha.free = NA,
  col_alpha = tm_const(),
  col_alpha.scale = tm_scale(),
  col_alpha.legend = tm_legend(),
  col_alpha.free = NA,
  plot.order = tm_plot_order("size"),
  zindex = NA,
  group = NA,
  group.control = "check",
  options = opt_tm_squares(),
  ...
)

tm_markers(
  text = tm_const(),
  text.scale = tm_scale(),
  text.legend = tm_legend(),
  text.chart = tm_chart_none(),
  text.free = NA,
  size = tm_const(),
  size.scale = tm_scale(),
  size.legend = tm_legend(),
  size.chart = tm_chart_none(),
  size.free = NA,
  col = tm_const(),
  col.scale = tm_scale(),
  col.legend = tm_legend(),
  col.chart = tm_chart_none(),
  col.free = NA,
  col_alpha = tm_const(),
  col_alpha.scale = tm_scale(),
  col_alpha.legend = tm_legend(),
  col_alpha.chart = tm_chart_none(),
  col_alpha.free = NA,
  fontface = tm_const(),
  fontface.scale = tm_scale(),
  fontface.legend = tm_legend(),
  fontface.chart = tm_chart_none(),
  fontface.free = NA,
  fontfamily = "",
  bgcol = tm_const(),
  bgcol.scale = tm_scale(),
  bgcol.legend = tm_legend(),
  bgcol.chart = tm_chart_none(),
  bgcol.free = NA,
  bgcol_alpha = tm_const(),
  bgcol_alpha.scale = tm_scale(),
  bgcol_alpha.legend = tm_legend(),
  bgcol_alpha.chart = tm_chart_none(),
  bgcol_alpha.free = NA,
  xmod = 0,
  xmod.scale = tm_scale(),
  xmod.legend = tm_legend_hide(),
  xmod.chart = tm_chart_none(),
  xmod.free = NA,
  ymod = 0,
  ymod.scale = tm_scale(),
  ymod.legend = tm_legend_hide(),
  ymod.chart = tm_chart_none(),
  ymod.free = NA,
  angle = 0,
  angle.scale = tm_scale(),
  angle.legend = tm_legend_hide(),
  angle.chart = tm_chart_none(),
  angle.free = NA,
  plot.order = tm_plot_order("AREA", reverse = FALSE, na.order = "bottom"),
  zindex = NA,
  group = NA,
  group.control = "check",
  options = opt_tm_markers(),
  ...
)

opt_tm_markers(
  markers_on_top_of_text = FALSE,
  points_only = "ifany",
  point_per = "feature",
  on_surface = FALSE,
  shadow = FALSE,
  shadow.offset.x = 0.1,
  shadow.offset.y = 0.1,
  just = "center",
  along_lines = TRUE,
  bg.padding = 0.4,
  clustering = TRUE,
  point.label = TRUE,
  point.label.gap = 0.4,
  point.label.method = "SANN",
  remove_overlap = FALSE,
  dots.just = NA,
  dots.icon.scale = 3,
  dots.grob.dim = c(width = 48, height = 48, render.width = 256, render.height = 256)
)

opt_tm_symbols(
  points_only = "ifany",
  point_per = "feature",
  on_surface = FALSE,
  icon.scale = 3,
  just = NA,
  grob.dim = c(width = 48, height = 48, render.width = 256, render.height = 256)
)

opt_tm_dots(
  points_only = "ifany",
  point_per = "feature",
  on_surface = FALSE,
  icon.scale = 3,
  just = NA,
  grob.dim = c(width = 48, height = 48, render.width = 256, render.height = 256)
)

opt_tm_bubbles(
  points_only = "ifany",
  point_per = "feature",
  on_surface = FALSE,
  icon.scale = 3,
  just = NA,
  grob.dim = c(width = 48, height = 48, render.width = 256, render.height = 256)
)

opt_tm_squares(
  points_only = "ifany",
  point_per = "feature",
  on_surface = FALSE,
  icon.scale = 3,
  just = NA,
  grob.dim = c(width = 48, height = 48, render.width = 256, render.height = 256)
)
```

Arguments

`size`, `size.scale`, `size.legend`, `size.chart`, `size.free`
: Visual variable that determines the size. See details.

`fill`, `fill.scale`, `fill.legend`, `fill.chart`, `fill.free`
: Visual variable that determines the fill color. See details.

`col`, `col.scale`, `col.legend`, `col.chart`, `col.free`
: Visual variable that determines the color. See details.

`shape`, `shape.scale`, `shape.legend`, `shape.chart`, `shape.free`
: Visual variable that determines the shape. See details.

`lwd`, `lwd.scale`, `lwd.legend`, `lwd.chart`, `lwd.free`
: Visual variable that determines the line width. See details.

`lty`, `lty.scale`, `lty.legend`, `lty.chart`, `lty.free`
: Visual variable that determines the line type. See details.

`fill_alpha`, `fill_alpha.scale`, `fill_alpha.legend`, `fill_alpha.chart`, `fill_alpha.free`
: Visual variable that determines the fill color transparency. See details. the fill color alpha transparency See details.

`col_alpha`, `col_alpha.scale`, `col_alpha.legend`, `col_alpha.chart`, `col_alpha.free`
: Visual variable that determines the color transparency. See details.

`plot.order`
: Specification in which order the spatial features are drawn. See `tm_plot_order()` for details.

`zindex`
: Map layers are drawn on top of each other. The `zindex` numbers (one for each map layer) determines the stacking order. By default the map layers are drawn in the order they are called.

`group`
: Name of the group to which this layer belongs. This is only relevant in view mode, where layer groups can be switched (see `group.control`)

`group.control`
: In view mode, the group control determines how layer groups can be switched on and off. Options: `"radio"` for radio buttons (meaning only one group can be shown), `"check"` for check boxes (so multiple groups can be shown), and `"none"` for no control (the group cannot be (de)selected).

`popup.vars`
: names of data variables that are shown in the popups in `"view"` mode. Set popup.vars to `TRUE` to show all variables in the shape object. Set popup.vars to `FALSE` to disable popups. Set `popup.vars` to a character vector of variable names to those those variables in the popups. The default (`NA`) depends on whether visual variables (e.g.`fill`) are used. If so, only those are shown. If not all variables in the shape object are shown.

`popup.format`
: list of formatting options for the popup values. See the argument `legend.format` for options. Only applicable for numeric data variables. If one list of formatting options is provided, it is applied to all numeric variables of

popup.vars. Also, a (named) list of lists can be provided. In that case, each list of formatting options is applied to the named variable.

`hover` name of the data variable that specifies the hover labels (view mode only). Set to `FALSE` to disable hover labels. By default `FALSE`, unless `id` is specified. In that case, it is set to `id`,

`id` name of the data variable that specifies the indices of the spatial features. Only used for `"view"` mode.

`options` options passed on to the corresponding `opt_<layer_function>` function

`...` to catch deprecated arguments from version < 4.0

`text`, `text.scale`, `text.legend`, `text.chart`, `text.free`
Visual variable that determines the text. See details.

`fontface`, `fontface.scale`, `fontface.legend`, `fontface.chart`, `fontface.free`
Visual variable that determines the font face. See details.

`fontfamily` The font family. See gpar() for details.

`bgcol`, `bgcol.scale`, `bgcol.legend`, `bgcol.chart`, `bgcol.free`
Visual variable that determines the background color. See Details.

`bgcol_alpha`, `bgcol_alpha.scale`, `bgcol_alpha.legend`, `bgcol_alpha.chart`, `bgcol_alpha.free`
Visual variable that determines the background color transparency. See Details.

`xmod`, `xmod.scale`, `xmod.legend`, `xmod.chart`, `xmod.free`
Transformation variable that determines the x offset. See details.

`ymod`, `ymod.scale`, `ymod.legend`, `ymod.chart`, `ymod.free`
Transformation variable that determines the y offset. See details. the text. See details.

`angle`, `angle.scale`, `angle.legend`, `angle.chart`, `angle.free`
Rotation angle

`markers_on_top_of_text`
should markers be plot on top of the text (by default `FALSE`)

`points_only` should only point geometries of the shape object (defined in `tm_shape()`) be plotted? By default `"ifany"`, which means `TRUE` in case a geometry collection is specified.

`point_per` specification of how spatial points are mapped when the geometry is a multi line or a multi polygon. One of `"feature"`, `"segment"` or `"largest"`. The first generates a spatial point for every feature, the second for every segment (i.e. subfeature), the third only for the largest segment (subfeature). Note that the last two options can be significant slower.

`on_surface` In case of polygons, centroids are computed. Should the points be on the surface? If `TRUE`, which is slower than the default `FALSE`, centroids outside the surface are replaced with points computed with `sf::st_point_on_surface()`.

`shadow` Shadow behind the text. Logical or color.

`shadow.offset.x`, `shadow.offset.y`
Shadow offset in line heights

`just`	justification of the text relative to the point coordinates. Either one of the following values: `"left"` , `"right"`, `"center"`, `"bottom"`, and `"top"`, or a vector of two values where first value specifies horizontal and the second value vertical justification. Besides the mentioned values, also numeric values between 0 and 1 can be used. 0 means left justification for the first value and bottom justification for the second value. Note that in view mode, only one value is used.
`along_lines`	logical that determines whether labels are rotated along the spatial lines. Only applicable if a spatial lines shape is used.
`bg.padding`	The padding of the background in terms of line heights.
`clustering`	value that determines whether the text labels are clustered in `"view"` mode. One of: `TRUE`, `FALSE`, or the output of `markerClusterOptions`.
`point.label`	logical that determines whether the labels are placed automatically. By default `FALSE` for `tm_text`, and `TRUE` for `tm_labels` if the number of labels is less than 500 (otherwise it will be too slow).
`point.label.gap`	numeric that determines the gap between the point and label
`point.label.method`	the optimization method, either `"SANN"` for simulated annealing (the default) or `"GA"` for a genetic algorithm.
`remove_overlap`	logical that determines whether the overlapping labels are removed
`dots.just`	justification of the text relative to the point coordinates. Either one of the following values: `"left"` , `"right"`, `"center"`, `"bottom"`, and `"top"`, or a vector of two values where first value specifies horizontal and the second value vertical justification. Besides the mentioned values, also numeric values between 0 and 1 can be used. 0 means left justification for the first value and bottom justification for the second value. Note that in view mode, only one value is used.
`dots.icon.scale`	scaling number that determines how large the icons (or grobs) are in plot mode in comparison to proportional symbols (such as bubbles). In view mode, the size is determined by the icon specification (see `tmap_icons`) or, if grobs are specified by `grob.width` and `grob.height`
`dots.grob.dim`	vector of four values that determine how grob objects (see details) are shown in view mode. The first and second value are the width and height of the displayed icon. The third and fourth value are the width and height of the rendered png image that is used for the icon. Generally, the third and fourth value should be large enough to render a ggplot2 graphic successfully. Only needed for the view mode.
`icon.scale`	scaling number that determines how large the icons (or grobs) are in plot mode in comparison to proportional symbols (such as bubbles). For view mode, use the argument `grob.dim`
`grob.dim`	vector of four values that determine how grob objects (see details) are shown in view mode. The first and second value are the width and height

of the displayed icon. The third and fourth value are the width and height of the rendered png image that is used for the icon. Generally, the third and fourth value should be large enough to render a ggplot2 graphic successfully. Only needed for the view mode.

Details

The visual variable arguments (e.g. `col`) can be specified with either a data variable name (e.g., a spatial vector attribute or a raster layer of the object specified in `tm_shape()`), or with a visual value (for `col`, a color is expected). Multiple values can be specified: in that case facets are created. These facets can be combined with other faceting data variables, specified with `tm_facets()`.

- The `*.scale` arguments determine the used scale to map the data values to visual variable values. These can be specified with one of the available `tm_scale_*()` functions. The default is specified by the tmap option (`tm_options()`) `scales.var`.
- The `*.legend` arguments determine the used legend, specified with `tm_legend()`. The default legend and its settings are determined by the tmap options (`tm_options()`) `legend.` .
- The `*.chart` arguments specify additional charts, specified with `tm_chart_`, e.g. `tm_chart_histogram()`
- The `*.free` arguments determine whether scales are applied freely across facets, or shared. A logical value is required. They can also be specified with a vector of three logical values; these determine whether scales are applied freely per facet dimension. This is only useful when facets are applied (see `tm_facets()`). There are maximally three facet dimensions: rows, columns, and pages. This only applies for a facet grid (`tm_facets_grid()`). For instance, `col.free = c(TRUE, FALSE, FALSE)` means that for the visual variable `col`, each row of facets will have its own scale, and therefore its own legend. For facet wraps and stacks (`tm_facets_wrap()` and `tm_facets_stack()`) there is only one facet dimension, so the `*.free` argument requires only one logical value.

A symbol shape specification is one of the following three options.

1. A numeric value that specifies the plotting character of the symbol. See parameter `pch` of `points` and the last example to create a plot with all options. Note that this is not supported for the `"view" mode.`
2. A `grob` object, which can be a ggplot2 plot object created with `ggplotGrob`. To specify multiple shapes, a list of grob objects is required. See example of a proportional symbol map with ggplot2 plots.
3. An icon specification, which can be created with `tmap_icons`.

To specify multiple shapes (needed for the `shapes` argument), a vector or list of these shape specification is required. The shape specification options can also be mixed. For the `shapes` argument, it is possible to use a named vector or list, where the names correspond to the value of the variable specified by the `shape` argument. For small multiples, a list of these shape specification(s) should be provided.

Examples

```
metroAfrica = sf::st_intersection(metro, World[World$continent == "Africa", ])
Africa = World[World$continent == "Africa", ]

# to do: update land
library(sf)
st_crs(land) = 4326

tm_shape(land) +
 tm_raster("cover_cls",
     col.scale = tm_scale(
      values = cols4all::c4a("brewer.pastel1")[c(3,7,7,2,6,1,2,2)]
     ),
     col.legend = tm_legend_hide()) +
 tm_shape(rivers) +
 tm_lines(lwd = "strokelwd", lwd.scale = tm_scale_asis(values.scale = .3),
    col = cols4all::c4a("brewer.pastel1")[2]) +
 tm_shape(Africa, is.main = TRUE) +
 tm_borders() +
 tm_shape(metroAfrica) +
 tm_symbols(fill = "red", shape = "pop2020", size = "pop2020",
      size.scale = tm_scale_intervals(
          breaks = c(1, 2, 5, 10, 15, 20, 25) * 1e6,
          values.range = c(0.2,2)
       ),
      size.legend = tm_legend("Population in 2020"),
      shape.scale = tm_scale_intervals(
          breaks = c(1, 2, 5, 10, 15, 20, 25) * 1e6,
          values = c(21, 23, 22, 21, 23, 22)
       ),
      shape.legend = tm_legend_combine("size")) +
 tm_labels("name", options = opt_tm_labels(remove_overlap = FALSE))

## to do: replace this example:

## Not run:
 if (require(rnaturalearth)) {

  airports <- ne_download(scale=10, type="airports", returnclass = "sf")
  airplane <- tmap_icons(system.file("img/airplane.png", package = "tmap"))



  current.mode <- tmap_mode("view")

  tm_shape(NLD_prov, crs = 4326) + tm_polygons() +
  tm_shape(airports) +
   tm_symbols(shape=airplane, size="natlscale",
        legend.size.show = FALSE, scale=1, border.col = NULL,
        id="name", popup.vars = TRUE)
   #tm_view(set_view = c(lon = 15, lat = 48, zoom = 4))
  tmap_mode(current.mode)
 }

## End(Not run)

########################
## plot symbol shapes
########################

# create grid of 25 points in the Atlantic
atlantic_grid = cbind(expand.grid(x = -51:-47, y = 20:24), id = seq_len(25))
x = sf::st_as_sf(atlantic_grid, coords = c("x", "y"), crs = 4326)

tm_shape(x, bbox = tmaptools::bb(x, ext = 1.2)) +
 tm_symbols(shape = "id",
      size = 2,
      lwd = 2,
      fill = "orange",
      col = "black",
      shape.scale = tm_scale_asis()) +
 tm_text("id", ymod = -2)

# also supported in view mode :-)
```

`tm_text` *Map layer: text*

Description

Map layer that draws symbols Supported visual variables are: `text` (the text itself) `col` (color), `size` (font size), and `fontface` (font face).

Usage

```
tm_text(
  text = tm_const(),
  text.scale = tm_scale(),
  text.legend = tm_legend(),
  text.chart = tm_chart_none(),
  text.free = NA,
  size = tm_const(),
  size.scale = tm_scale(),
  size.legend = tm_legend(),
  size.chart = tm_chart_none(),
  size.free = NA,
  col = tm_const(),
  col.scale = tm_scale(),
  col.legend = tm_legend(),
  col.chart = tm_chart_none(),
  col.free = NA,
  col_alpha = tm_const(),
  col_alpha.scale = tm_scale(),
  col_alpha.legend = tm_legend(),
  col_alpha.chart = tm_chart_none(),
  col_alpha.free = NA,
  fontface = tm_const(),
  fontface.scale = tm_scale(),
  fontface.legend = tm_legend(),
  fontface.chart = tm_chart_none(),
  fontface.free = NA,
  fontfamily = "",
  bgcol = tm_const(),
  bgcol.scale = tm_scale(),
  bgcol.legend = tm_legend(),
  bgcol.chart = tm_chart_none(),
  bgcol.free = NA,
  bgcol_alpha = tm_const(),
  bgcol_alpha.scale = tm_scale(),
  bgcol_alpha.legend = tm_legend(),
  bgcol_alpha.chart = tm_chart_none(),
  bgcol_alpha.free = NA,
  xmod = 0,
  xmod.scale = tm_scale(),
  xmod.legend = tm_legend_hide(),
  xmod.chart = tm_chart_none(),
  xmod.free = NA,
  ymod = 0,
  ymod.scale = tm_scale(),
  ymod.legend = tm_legend_hide(),
  ymod.chart = tm_chart_none(),
  ymod.free = NA,
  angle = 0,
  angle.scale = tm_scale(),
  angle.legend = tm_legend_hide(),
  angle.chart = tm_chart_none(),
  angle.free = NA,
  plot.order = tm_plot_order("size", reverse = FALSE),
  zindex = NA,
  group = NA,
  group.control = "check",
  options = opt_tm_text(),
  ...
)

tm_labels(
  text = tm_const(),
  text.scale = tm_scale(),
  text.legend = tm_legend(),
  text.chart = tm_chart_none(),
  text.free = NA,
  size = tm_const(),
  size.scale = tm_scale(),
  size.legend = tm_legend(),
  size.chart = tm_chart_none(),
  size.free = NA,
  col = tm_const(),
  col.scale = tm_scale(),
  col.legend = tm_legend(),
  col.chart = tm_chart_none(),
  col.free = NA,
  col_alpha = tm_const(),
  col_alpha.scale = tm_scale(),
  col_alpha.legend = tm_legend(),
  col_alpha.chart = tm_chart_none(),
  col_alpha.free = NA,
  fontface = tm_const(),
  fontface.scale = tm_scale(),
  fontface.legend = tm_legend(),
  fontface.chart = tm_chart_none(),
  fontface.free = NA,
  fontfamily = "",
  bgcol = tm_const(),
  bgcol.scale = tm_scale(),
  bgcol.legend = tm_legend(),
  bgcol.chart = tm_chart_none(),
  bgcol.free = NA,
  bgcol_alpha = tm_const(),
  bgcol_alpha.scale = tm_scale(),
  bgcol_alpha.legend = tm_legend(),
  bgcol_alpha.chart = tm_chart_none(),
  bgcol_alpha.free = NA,
  xmod = 0,
  xmod.scale = tm_scale(),
  xmod.legend = tm_legend_hide(),
  xmod.chart = tm_chart_none(),
  xmod.free = NA,
  ymod = 0,
  ymod.scale = tm_scale(),
  ymod.legend = tm_legend_hide(),
  ymod.chart = tm_chart_none(),
  ymod.free = NA,
  angle = 0,
  angle.scale = tm_scale(),
  angle.legend = tm_legend_hide(),
  angle.chart = tm_chart_none(),
  angle.free = NA,
  plot.order = tm_plot_order("AREA", reverse = FALSE, na.order = "bottom"),
  zindex = NA,
  group = NA,
  group.control = "check",
  options = opt_tm_labels(),
  ...
)

tm_labels_highlighted(
  text = tm_const(),
  text.scale = tm_scale(),
  text.legend = tm_legend(),
  text.chart = tm_chart_none(),
  text.free = NA,
  size = tm_const(),
  size.scale = tm_scale(),
  size.legend = tm_legend(),
  size.chart = tm_chart_none(),
  size.free = NA,
  col = tm_const(),
  col.scale = tm_scale(),
  col.legend = tm_legend(),
  col.chart = tm_chart_none(),
  col.free = NA,
  col_alpha = tm_const(),
  col_alpha.scale = tm_scale(),
  col_alpha.legend = tm_legend(),
  col_alpha.chart = tm_chart_none(),
  col_alpha.free = NA,
  fontface = tm_const(),
  fontface.scale = tm_scale(),
  fontface.legend = tm_legend(),
  fontface.chart = tm_chart_none(),
  fontface.free = NA,
  fontfamily = "",
  bgcol = tm_const(),
  bgcol.scale = tm_scale(),
  bgcol.legend = tm_legend(),
  bgcol.chart = tm_chart_none(),
  bgcol.free = NA,
  bgcol_alpha = tm_const(),
  bgcol_alpha.scale = tm_scale(),
  bgcol_alpha.legend = tm_legend(),
  bgcol_alpha.chart = tm_chart_none(),
  bgcol_alpha.free = NA,
  xmod = 0,
  xmod.scale = tm_scale(),
  xmod.legend = tm_legend_hide(),
  xmod.chart = tm_chart_none(),
  xmod.free = NA,
  ymod = 0,
  ymod.scale = tm_scale(),
  ymod.legend = tm_legend_hide(),
  ymod.chart = tm_chart_none(),
  ymod.free = NA,
  angle = 0,
  angle.scale = tm_scale(),
  angle.legend = tm_legend_hide(),
  angle.chart = tm_chart_none(),
  angle.free = NA,
  plot.order = tm_plot_order("AREA", reverse = FALSE, na.order = "bottom"),
  zindex = NA,
  group = NA,
  group.control = "check",
  options = opt_tm_labels(),
  ...
)

opt_tm_text(
  points_only = "ifany",
  point_per = "feature",
  on_surface = FALSE,
  shadow = FALSE,
  shadow.offset.x = 0.1,
  shadow.offset.y = 0.1,
  just = "center",
  along_lines = FALSE,
  bg.padding = 0.4,
  clustering = FALSE,
  point.label = FALSE,
  point.label.gap = 0,
  point.label.method = "SANN",
  remove_overlap = FALSE
)

opt_tm_labels(
  points_only = "ifany",
  point_per = "feature",
  on_surface = FALSE,
  shadow = FALSE,
  shadow.offset.x = 0.1,
  shadow.offset.y = 0.1,
  just = "center",
  along_lines = TRUE,
  bg.padding = 0.4,
  clustering = FALSE,
  point.label = NA,
  point.label.gap = 0.4,
  point.label.method = "SANN",
  remove_overlap = FALSE
)
```

Arguments

`text`, `text.scale`, `text.legend`, `text.chart`, `text.free`	Visual variable that determines the text. See details.
`size`, `size.scale`, `size.legend`, `size.chart`, `size.free`	Visual variable that determines the size. See details.
`col`, `col.scale`, `col.legend`, `col.chart`, `col.free`	Visual variable that determines the color. See details.
`col_alpha`, `col_alpha.scale`, `col_alpha.legend`, `col_alpha.chart`, `col_alpha.free`	Visual variable that determines the color transparency. See details.
`fontface`, `fontface.scale`, `fontface.legend`, `fontface.chart`, `fontface.free`	Visual variable that determines the font face. See details.
`fontfamily`	The font family. See gpar() for details.
`bgcol`, `bgcol.scale`, `bgcol.legend`, `bgcol.chart`, `bgcol.free`	Visual variable that determines the background color. See Details.
`bgcol_alpha`, `bgcol_alpha.scale`, `bgcol_alpha.legend`, `bgcol_alpha.chart`, `bgcol_alpha.free`	Visual variable that determines the background color transparency. See Details.
`xmod`, `xmod.scale`, `xmod.legend`, `xmod.chart`, `xmod.free`	Transformation variable that determines the x offset. See details.
`ymod`, `ymod.scale`, `ymod.legend`, `ymod.chart`, `ymod.free`	Transformation variable that determines the y offset. See details. the text. See details.
`angle`, `angle.scale`, `angle.legend`, `angle.chart`, `angle.free`	Rotation angle
`plot.order`	Specification in which order the spatial features are drawn. See `tm_plot_order()` for details.
`zindex`	Map layers are drawn on top of each other. The `zindex` numbers (one for each map layer) determines the stacking order. By default the map layers are drawn in the order they are called.
`group`	Name of the group to which this layer belongs. This is only relevant in view mode, where layer groups can be switched (see `group.control`)
`group.control`	In view mode, the group control determines how layer groups can be switched on and off. Options: `"radio"` for radio buttons (meaning only one group can be shown), `"check"` for check boxes (so multiple groups can be shown), and `"none"` for no control (the group cannot be (de)selected).
`options`	options passed on to the corresponding `opt_<layer_function>` function

`...`	to catch deprecated arguments from version < 4.0
`points_only`	should only point geometries of the shape object (defined in `tm_shape()`) be plotted? By default `"ifany"`, which means `TRUE` in case a geometry collection is specified.
`point_per`	specification of how spatial points are mapped when the geometry is a multi line or a multi polygon. One of `"feature"`, `"segment"` or `"largest"`. The first generates a spatial point for every feature, the second for every segment (i.e. subfeature), the third only for the largest segment (subfeature). Note that the last two options can be significant slower.
`on_surface`	In case of polygons, centroids are computed. Should the points be on the surface? If `TRUE`, which is slower than the default `FALSE`, centroids outside the surface are replaced with points computed with `sf::st_point_on_surface()`.
`shadow`	Shadow behind the text. Logical or color.
`shadow.offset.x`, `shadow.offset.y`	Shadow offset in line heights
`just`	justification of the text relative to the point coordinates. Either one of the following values: `"left"` , `"right"`, `"center"`, `"bottom"`, and `"top"`, or a vector of two values where first value specifies horizontal and the second value vertical justification. Besides the mentioned values, also numeric values between 0 and 1 can be used. 0 means left justification for the first value and bottom justification for the second value. Note that in view mode, only one value is used.
`along_lines`	logical that determines whether labels are rotated along the spatial lines. Only applicable if a spatial lines shape is used.
`bg.padding`	The padding of the background in terms of line heights.
`clustering`	value that determines whether the text labels are clustered in `"view"` mode. One of: `TRUE`, `FALSE`, or the output of `markerClusterOptions`.
`point.label`	logical that determines whether the labels are placed automatically. By default `FALSE` for `tm_text`, and `TRUE` for `tm_labels` if the number of labels is less than 500 (otherwise it will be too slow).
`point.label.gap`	numeric that determines the gap between the point and label
`point.label.method`	the optimization method, either `"SANN"` for simulated annealing (the default) or `"GA"` for a genetic algorithm.
`remove_overlap`	logical that determines whether the overlapping labels are removed

Details

The visual variable arguments (e.g. `col`) can be specified with either a data variable name (of the object specified in `tm_shape()`), or with a visual value (for `col`, a color is expected). Multiple values can be specified: in that case facets are created. These facets can be combined with other faceting data variables, specified with `tm_facets()`.

The `.scale` arguments determine the used scale to map the data values to visual variable values. These can be specified with one of the available `tm_scale_()` functions. The default scale that is used is specified by the tmap option `scales.var`.

The `.legend` arguments determine the used legend, specified with `tm_legend()`. The default legend and its settings are determined by the tmap options `legend.`.

The `.free` arguments determine whether scales are applied freely across facets, or shared. A logical value is required. They can also be specified with a vector of three logical values; these determine whether scales are applied freely per facet dimension. This is only useful when facets are applied (see `tm_facets()`). There are maximally three facet dimensions: rows, columns, and pages. This only applies for a facet grid (`tm_facets_grid()`). For instance, `col.free = c(TRUE, FALSE, FALSE)` means that for the visual variable `col`, each row of facets will has its own scale, and therefore its own legend. For facet wraps and stacks (`tm_facets_wrap()` and `tm_facets_stack()`) there is only one facet dimension, so the `.free` argument requires only one logical value.

Examples

```
tm_shape(World, bbox = World) +
 tm_text("name", size="pop_est", col="continent",
   col.scale = tm_scale_categorical(values = "seaborn.dark"),
   col.legend = tm_legend_hide(),
   size.scale = tm_scale_continuous(values.scale = 4),
   size.legend = tm_legend_hide())

metro$upside_down = ifelse(sf::st_coordinates(metro)[,2] < 0, 180, 0)
tm_shape(metro) +
 tm_text(text = "name", size = "pop2020",
   angle = "upside_down", size.legend = tm_legend_hide(),
   col = "upside_down",
   col.scale = tm_scale_categorical(values = c("#9900BB", "#228822")),
   col.legend = tm_legend_hide()) +
 tm_title_out("Which Hemisphere?", position = tm_pos_out("center", "top", pos.v = "bottom"))


metroAfrica = sf::st_intersection(metro, World[World$continent == "Africa", ])
Africa = World[World$continent == "Africa", ]

# to do: update land
library(sf)
st_crs(land) = 4326

tm_shape(land) +
 tm_raster("cover_cls",
     col.scale = tm_scale(
        values = cols4all::c4a("brewer.pastel1")[c(3,7,7,2,6,1,2,2)]
     ),
     col.legend = tm_legend_hide()) +
tm_shape(rivers) +
 tm_lines(lwd = "strokelwd", lwd.scale = tm_scale_asis(values.scale = .3),
    col = cols4all::c4a("brewer.pastel1")[2]) +
    tm_shape(Africa, is.main = TRUE) +
 tm_borders() +
    tm_shape(metroAfrica) +
 tm_symbols(fill = "red", shape = "pop2020", size = "pop2020",
      size.scale = tm_scale_intervals(
           breaks = c(1, 2, 5, 10, 15, 20, 25) * 1e6,
           values.range = c(0.2,2)
      ),
      size.legend = tm_legend("Population in 2020"),
      shape.scale = tm_scale_intervals(
          breaks = c(1, 2, 5, 10, 15, 20, 25) * 1e6,
          values = c(21, 23, 22, 21, 23, 22)
      ),
      shape.legend = tm_legend_combine("size")) +
 tm_labels("name")

tm_shape(metroAfrica) +
 tm_markers(text = "name",
      dots_fill = "red",
      dots_size = 0.3)

tm_shape(metroAfrica) +
 tm_markers(text = "name",
      dots_shape = marker_icon(),
      dots_col = NA,
      dots_fill = "red",
      dots_size = 2,
      ymod = -0.25,
      options = opt_tm_markers(point.label = FALSE, remove_overlap = TRUE))
```

`tm_title` *Map component: title*

Description

Map component that adds a title

Usage

```
tm_title(
  text,
  size,
  color,
  padding,
  fontface,
  fontfamily,
  stack,
  just,
  frame,
  frame.lwd,
  frame.r,
  bg.color,
  bg.alpha,
  position,
  width,
  height,
  group.frame,
  resize_as_group,
  z
)

tm_title_in(text, ..., position = tm_pos_in("left", "top"))

tm_title_out(text, ..., position = tm_pos_out("center", "top"))
```

Arguments

`text`	text of the title
`size`	font size of the title
`color`	font color of the title
`padding`	padding
`fontface`	font face, bold, italic
`fontfamily`	font family
`stack`	stack
`just`	just
`frame`	frame
`frame.lwd`	frame line width
`frame.r`	frame.r
`bg.color`	Background color
`bg.alpha`	Background transparency
`position`	position
`width`, `height`	width and height of the title box.
`group.frame`	group.frame
`resize_as_group`	resize_as_group
`z`	z
`...`	passed on to `tm_title()`

`tm_vars` *tmap function to specify variables*

Description

tmap function to specify all variables in the shape object

Usage

```
tm_vars(x = NA, dimvalues = NULL, n = NA, multivariate = FALSE)
```

Arguments

`x`	variable names, variable indices, or a dimension name
`dimvalues`	dimension values
`n`	if specified the first `n` variables are taken (or the first `n` dimension values)
`multivariate`	in case multiple variables are specified, should they serve as facets (FALSE) or as a multivariate visual variable?

`tm_view` *View mode options*

Description

View mode options. These options are specific to the view mode.

Usage

```
tm_view(
  use_WebGL,
  control.position,
  control.bases,
  control.overlays,
  set_bounds,
  set_view,
  set_zoom_limits,
  leaflet.options,
  ...
)
```

Arguments

`use_WebGL`	use webGL for points, lines, and polygons. This is much faster than the standard leaflet layer functions, but the number of visual variables are limited; only fill, size, and color (for lines) are supported. By default `TRUE` if no other visual variables are used.
`control.position`	position of the control attribute
`control.bases`	base layers
`control.overlays`	overlay layers
`set_bounds`	logical that determines whether maximum bounds are set, or a bounding box. Not applicable in plot mode. In view mode, this is passed on to setMaxBounds()
`set_view`	numeric vector that determines the view. Either a vector of three: `lng`, `lat`, and `zoom`, or a single value: `zoom`. See setView(). Only applicable if `bbox` is not specified
`set_zoom_limits`	numeric vector of two that set the minimum and maximum zoom levels (see tileOptions()).
`leaflet.options`	options passed on to leafletOptions()
`...`	to catch deprecated arguments

`tm_xlab` *Map: x and y labels*

Description

The x and y labels for maps

Usage

```
tm_xlab(text, size, color, rotation, space, fontface, fontfamily, side)

tm_ylab(text, size, color, rotation, space, fontface, fontfamily, side)
```

Arguments

`text`	text of the title
`size`	font size of the title
`color`	color
`rotation`	rotation in degrees
`space`	space between label and map in number of line heights
`fontface`	font face
`fontfamily`	font family
`side`	side: `"top"` or `"bottom"` for `tm_xlab` and `"left"` or `"right"` for `tm_ylab`

`World` *World dataset*

Description

World dataset, class sf

Usage

```
World
```

Details

Variable	Source	Description
`iso_a3`	NED	ISO 3166-1 alpha-3 three-letter country code (see below)
`name`	NED	Country name
`sovereignt`	NED	Sovereignt country name
`continent`	NED	Continent (primary; some countries are transcontinental)
`area`	NED	Area in km2
`pop_est`	NED	Population estimation
`pop_est_dens`	NED	Population estimation per km2
`economy`	NED	Economy class
`income_grp`	NED	Income group
`gdp_cap_est`	NED	GDP per capita (estimated)
`life_exp`	HPI	Life expectancy. The average number of years an infant born in that country is e
`well_being`	HPI	Well being. Self-reported from 0 (worst) to 10 (best)
`footprint`	HPI	Carbon footprint. Per capita greendwelling gas emissions associated with consum
`HPI`	HPI	Happy Planet Indicator. An index of human well-being and environmental impac
`inequality`	WB	Income inequality: Gini coefficient (World Bank variable SI.POV.GINI) A value
`gender`	UNDP/OWiD	Gender Inequality Index (GII) Composite metric using reproductive health, empo
`press`	RSF	World Press Freedom Index. Degree of freedom that journalists, news organizatio

See sources for more detailed information about the variables.

This dataset, created Noveber 2024, is an update from the old version, which has been created around 2016. All variables from the old version are included, but updated. Furthermore, gender ineuqlity and press freedom have been added.

ISO country-code: two countries have user-assigned codes, namely: XKX is used for Kosovo (conform European Union and World Bank) (was UNK in the old version); XNC is used for Northern Cyprus (was CYN in the old version).

For some variables data were available from multiple years, but availability was different across countries. In those cases, the most recent values were taken.

Source

NED: Natural Earth Data https://www.naturalearthdata.com/

HPI: Happy Planet Index https://happyplanetindex.org/

UNDP: Human Development Report (2024) https://hdr.undp.org/content/human-development-report-2023

WB: World Bank https://data.worldbank.org

OWiD: Our World in Data https://ourworldindata.org

RSF: Reporters Without Borders https://rsf.org/en/index

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