

Package ‘DynDoc’

November 16, 2025

Title Dynamic document tools

Version 1.89.0

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Description A set of functions to create and interact with dynamic documents and vignettes.

Depends methods, utils

Imports methods

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LazyLoad Yes

Collate tangleToR.R DynDoc.R vignetteClass.R vigList.R vignetteCode.R
zzz.R

biocViews ReportWriting, Infrastructure

git_url <https://git.bioconductor.org/packages/DynDoc>

git_branch devel

git_last_commit 5b40889

git_last_commit_date 2025-10-29

Repository Bioconductor 3.23

Date/Publication 2025-11-16

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chunkList-class	Class "chunkList"
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Description

This class is essentially a wrapper for the codeChunk class. It contains all of the codeChunks from a vignette file.

Objects from the Class

Objects can be created by calls of the form `new("chunkList", ...)`.

Slots

chunks: Object of class "list" Stores a list of codeChunk objects, representing all of the code chunks from a vignette file.

evalEnv: Object of class "environment" An environment used for evaluation of the code chunks.

Methods

show signature(object = "chunkList"): Displays verbose information about the code chunks

chunks signature(object = "chunkList"): Retrieves a list of codeChunk objects

getAllCodeChunks signature(object = "chunkList"): Collapses all of the code chunks into one block of code and returns this

getChunk signature(object = "chunkList"): Retrieves a specific code chunk

numChunks signature(object = "chunkList"): Returns the number of code chunks in this object

setChunk<- signature(object = "chunkList", value="character"): Changes the code in a given codeChunk contained by this object

summary signature(object = "chunkList"): A less verbose display of information about the object

evalChunk signature(object = "chunkList", pos="numeric"): Evaluates the code chunk at the specified position in the chunkList object

Author(s)

Jeff Gentry

See Also

[Sweave](#), [codeChunk](#), [vignetteCode](#)

Examples

```
library("utils")
testfile <- system.file("Sweave", "Sweave-test-1.Rnw", package="utils")
z <- Stangle(testfile,driver=tangleToR)
```

codeChunk-class

*Class "codeChunk"***Description**

A class to wrap necessary information for a code chunk from a vignette file.

Objects from the Class

Objects can be created by calls of the form `new("codeChunk", ...)`.

Slots

chunkName: Object of class "character" The name (if one exists) for the code chunk

chunk: Object of class "character" The code from the code chunk

options: Object of class "SweaveOptions" Any options that were set at the time the code chunk appears in the vignette file

Methods

evalChunk signature(object = "codeChunk", env="environment"): Will evaluate the code in the code chunk using the environment specified. If no environment is specified, .GlobalEnv is used.

show signature(object = "codeChunk"): Displays the information for the code chunk

chunk<- signature(object = "codeChunk", value="character"): Edits the chunk slot of the object

chunk signature(object = "codeChunk"): Returns the chunk slot of the object

chunkName signature(object = "codeChunk"): Returns the name of the code chunk

getOptions signature(object = "codeChunk"): Returns the actual options from the options slot.

SweaveOptions signature(object = "codeChunk"): Returns the object stored in the options slot.

Author(s)

Jeff Gentry

See Also

[Sweave](#), [SweaveOptions](#), [chunkList](#)

Examples

```
require("utils")
testfile <- system.file("Sweave", "Sweave-test-1.Rnw", package="utils")
z <- Stangle(testfile, driver=tangleToR)
getChunk(z, 1)
```

DynDoc-class

A Class For Dynamic Documents

Description

The DynDoc class is used to represent dynamic documents and vignettes in R.

Slots

indexEntry: Object of class "character" The IndexEntry value from the document file
title: Object of class "character" The name of the document
path: Object of class "character" The path to the locally stored file
pdfPath: Object of class "character" The path to a PDF rendition of the document
depends: Object of class "character" Any package dependencies for the document
requires: Object of class "character" Any requires level dependencies for the document
suggests: Object of class "character" Any suggests level dependencies for the document
keywords: Object of class "character" Any keywords for the document
codeChunks: Object of class "chunkList" The code chunks contained in this document

Methods

show signature(object = "DynDoc"): Display information about the dynamic document
summary signature(object = "DynDoc"): A more succinct informational display
chunks signature(object = "DynDoc"): Returns the code chunks - currently in only for historical compatability with old code
codeChunks signature(object = "DynDoc"): Returns the code chunks
evalChunk signature(object = "DynDoc"): Will evaluate the R code contained in a chunk
getChunk signature(object = "DynDoc"): Retrieves a specific code chunk
getDepends signature(object = "DynDoc"): Obtain the Depends slot of the object
getKeywords signature(object = "DynDoc"): Obtain the keywords slot of the object
getRequires signature(object = "DynDoc"): A get method for the requires slot of this object
getSuggests signature(object = "DynDoc"): Obtain the suggests slot of this object
indexEntry signature(object = "DynDoc"): Obtain the indexEntry slot of this object
numChunks signature(object = "DynDoc"): Returns the number of code chunks for this document
path signature(object = "DynDoc"): Obtain the path slot of this object
pdfPath signature(object = "DynDoc"): Obtain the pdfPath slot of this object
setChunk<- signature(object = "DynDoc"): Change the code for one of the code chunks.

Author(s)

Jeff Gentry

See Also[Sweave](#)

getPkgVigList

*A function to retrieve a listing of package vignettes***Description**

Functionality to retrieve vignette metadata, on a per-vignette or a per-package level.

Usage

```
getPkgVigList(pkg, vigDescFun=baseVigDesc, vigPath = "/doc/",
vigExt="\.(Rnw|Snw|rnw|snw|Rtex)$", pkgVers = TRUE)
```

```
getVigInfo(vig, pkg=NULL, vigDescFun=baseVigDesc, pkgVers=TRUE)
```

Arguments

pkg	Path to a package directory
vig	Filename of a vignette
vigDescFun	Function to provide output string for display
vigPath	Path to directory that contains vignettes in the package
vigExt	Regular expression pattern to match vignette file extensions
pkgVers	Record the package version with the other vignette metadata

Details

getPkgVigList: This function will look at all vignette files in the directory <pkg>/<vigPath>. It will then extract any header information (using getVigInfo), and return a list of this information.

getVigInfo: This function will retrieve the metadata from a particular vignette file. Any line starting with '%\Vignette' is taken to be metadata. Common values include VignetteIndexEntry (required), VignetteKeywords, VignetteDepends, etc. A named list of lists is returned to the user, where the names correspond to the particular metadata variable.

Both functions take a parameter baseVigDesc, which is a function to provide the output string to correspond with a vignette summary. This function is directly called by getVigInfo. It takes one parameter, which is a vigInfo list from getVigInfo.

Author(s)

Jeff Gentry

See Also[vignette](#)**Examples**

```
## Not run:
## We need a vignette for this to work
dynPath <- system.file(package="DynDoc")
vigList <- getPkgVigList(dynPath)
vigList

## End(Not run)
```

`getVignette`*A function to handle vignette files*

Description

This function will take a vignette file and return a Vignette object in R which can be manipulated further.

Usage

```
getVignette(vigPath, eval = TRUE)
```

Arguments

<code>vigPath</code>	The file path of the vignette file
<code>eval</code>	Whether or not to evaluate the code chunks

Details

This function should still be considered experimental

Value

A valid Vignette object representing this vignette

Author(s)

Jeff Gentry

See Also[Vignette-class](#)

getVignetteCode	<i>Functionality to manage code chunks from a vignette</i>
-----------------	--

Description

These functions allow for processing and management of vignette code chunks within R. Users can directly manipulate the code chunks, as well as evaluate them at their option.

Usage

```
getVignetteCode(vigPath, evalEnv = new.env())  
editVignetteCode(vigCode, pos, code)
```

Arguments

vigPath	File path of vignette file to process
evalEnv	An environment to use for chunk evaluations
vigCode	The vignetteCode object to edit
pos	The position of the code chunk to edit
code	The new code chunk

Details

`getVignetteCode`: This function will call Stangle using the `tangleToR` driver in order to retrieve the code chunks from the specified vignette file. It will then compile the other pertinent information and return a new `vignetteCode` object.

`editVignetteCode`: This function will edit a code chunk contained within a `vignetteCode` and return a new object representing that change. The evaluation environment in the new object is a copy of the original as well, **not** the same environment.

Author(s)

Jeff Gentry

See Also

[Sweave](#), [vignetteCode](#), [tangleToR](#)

getVignetteHeader	<i>A function to read vignette header information</i>
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Description

Given a vignette filename, will read in the vignette header metadata.

Usage

```
getVignetteHeader(vig, field)
hasVigHeaderField(vig, field="VignetteIndexEntry")
```

Arguments

vig	Vignette filename
field	A specific field to extract

Details

The `getVignetteHeader` function will extract the metadata from a vignette file and return it as a named list, where the names of the list elements correspond to the metadata fields, and the elements themselves the values. If a specific field is desired, it can be specified with the 'field' argument.

The `hasVigHeaderField` function is a simple wrapper around `getVignetteHeader` and will most likely be removed in the very near future. It just is a boolean to report if a given header field exists or not.

Author(s)

Jeff Gentry

SweaveOptions-class	<i>Class "SweaveOptions", a class to handle options in Sweave</i>
---------------------	---

Description

A small class designed to hold a set of Sweave options

Objects from the Class

Objects can be created by calls of the form `new("SweaveOptions", ...)`.

Slots

options: Object of class "list" A list of strings representing options from a Sweave document.

Methods

show signature(object = "SweaveOptions"): Outputs the options

getOptions signature(object = "SweaveOptions"): Retrieves the options

numOptions signature(object = "SweaveOptions"): Returns the number of options

Author(s)

Jeff Gentry

See Also

[Sweave](#), [codeChunk](#)

tangleToR

An Sweave driver to retrieve code chunks

Description

A driver function for Sweave which will provide the user with code chunks from a vignette file within R. Functionality is very similar to that provided by Stangle except that an R object is returned as opposed to the chunks being written to a file.

Usage

```
tangleToR()
```

Value

An object of type chunkList is returned, which contains the code chunks from the vignette file.

Author(s)

Jeff Gentry

See Also

[Stangle](#), [Sweave](#), [chunkList](#)

Examples

```
require("utils")
testfile <- system.file("Sweave", "Sweave-test-1.Rnw", package="utils")
z <- Stangle(testfile, driver=tangleToR)
```

Vignette-class	<i>A Class To Represent Vignettes</i>
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Description

This is a class that will represent a vignette file in R, it extends the DynDoc class

Slots

package: Object of class "character" The package that this vignette is associated with

vigPkgVersion: Object of class "VersionNumber" The version number for this vignette's package

indexEntry: Object of class "character", from class "DynDoc" The VignetteIndexEntry field from the document file

title: Object of class "character", from class "DynDoc" The title of the vignette

path: Object of class "character", from class "DynDoc" The path to the vignette file stored locally

pdfPath: Object of class "character", from class "DynDoc" The path to a PDF representation of the vignette

depends: Object of class "character", from class "DynDoc" Any package dependencies for this vignette

requires: Object of class "character", from class "DynDoc" Any requires level dependencies for this vignette

suggests: Object of class "character", from class "DynDoc" Any suggests level dependencies for this vignette

keywords: Object of class "character", from class "DynDoc" Any keywords for this vignette

codeChunks: Object of class "chunkList", from class "DynDoc" A list of code chunks from this vignette

Extends

Class "DynDoc", directly.

Methods

package signature(object = "Vignette"): Retrieves the package name that this vignette is associated with

vigPkgVersion signature(object = "Vignette"): Retrieves the version of the package that this vignette is associated with

Note

The Vignette class is extending the DynDoc class by further associating the DynDoc concepts with a specific R package.

Author(s)

Jeff Gentry

See Also[DynDoc-class](#), [Sweave](#)

vignetteCode-class *Class "vignetteCode"*

Description

This class represents the code chunks and other related information from a vignette file. It also provides for the ability to evaluate the code chunks in a separate environment.

Objects from the Class

Objects can be created by calls of the form `new("vignetteCode", ...)`. Also, a helper function `getVignetteCode` is provided that will do all of the dirty work required to retrieve a `vignetteCode` object from a vignette file.

Slots

chunkList: Object of class "chunkList" Holds the code chunks from the vignette file
path: Object of class "character" The path of the vignette file
vigPackage: Object of class "character" The package (if appropriate) that the vignette came from
depends: Object of class "character" Any package dependencies for the vignette
evalEnv: Object of class "environment" An environment used for evaluation of the code chunks.

Methods

show signature(object = "vignetteCode"): Displays information about the code contained in the object
chunkList signature(object = "vignetteCode"): Retrieves the chunkList object.
chunks signature(object = "vignetteCode"): Retrieves the actual code chunks (not wrapped by the chunkList class)
getDepends signature(object = "vignetteCode"): Returns the list of package dependencies for this vignette
evalChunk signature(object = "vignetteCode", pos="numeric"): Will evaluate the specified code chunk in the evalEnv environment
evalEnv signature(object = "vignetteCode"): Returns the evaluation environment
getChunk signature(object = "vignetteCode", pos="numeric"): Returns the codeChunk object representing the specified code chunk position

numChunks signature(object = "vignetteCode"): Returns the number of chunks in the object

vigPackage signature(object = "vignetteCode"): Returns the package the vignette is a part of

path signature(object = "vignetteCode"): Returns the local file path to the vignette

setChunk<- signature(object = "vignetteCode", pos="numeric", value="character"): Resets the code chunk specified by pos to contain the code specified by value

summary signature(object = "vignetteCode"): A less verbose output of information then with show

Author(s)

Jeff Gentry

See Also

[Sweave](#), [getVignetteCode](#), [editVignetteCode](#), [chunkList](#)

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