

Package: cowsay (via r-universe)

October 31, 2024

Title Messages, Warnings, Strings with Ascii Animals

Description Allows printing of character strings as
messages/warnings/etc. with ASCII animals, including cats,
cows, frogs, chickens, ghosts, and more.

Version 0.9.0

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URL <https://github.com/sckott/cowsay>, <https://sckott.github.io/cowsay>

BugReports <https://github.com/sckott/cowsay/issues>

Roxygen list(markdown = TRUE)

Encoding UTF-8

Language en-US

VignetteBuilder knitr

Imports crayon, fortunes, rmsfact

Suggests curl, jsonlite, knitr, rmarkdown, testthat

RoxygenNote 7.3.2

Repository <https://sckott.r-universe.dev>

RemoteUrl <https://github.com/sckott/cowsay>

RemoteRef HEAD

RemoteSha 5c4818bb5f9061c0316b28cd404025725c3ee2c6

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`animals`*Animals*

Description

Named vector of animals

Usage

```
animals
```

Format

An object of class character of length 49.

Details

`animals` is a named character vector of animals, with each element a character string of variable length specifying an ASCII animal. Note that some have unicode characters that won't play well on some operating systems.

Examples

```
animals['cow']
animals['clippy']
animals[['clippy']]
```

`endless_horse`*Endless horse*

Description

Each time you press enter, the horse keeps going...and going...

Usage

```
endless_horse(
  what = "Hello world!",
  endless = TRUE,
  wait = 0.5,
  what_color = NULL,
  horse_color = NULL
)
```

Arguments

what	(character) What do you want to say? See details.
endless	(logical) Should horse be enless, you better say yes. Default: TRUE
wait	How long to wait between leg segments (time grows geometrically after the first iteration in order to keep the horse on screen for a while, but it will keep going forever. Or until you hit escape/Ctrl-C depending on your platform).
what_color	(character or crayon function) A crayon -suported text color or crayon style function to color what. You might try colors() or ?rgb for ideas.
horse_color	(character or crayon function) A crayon -suported text color or crayon style function to color your steed.

Examples

```
## Not run:
endless_horse()
endless_horse(endless = FALSE)

## End(Not run)
```

say

*Sling messages and warnings with flair***Description**

Sling messages and warnings with flair

Usage

```
say(
  what = "Hello world!",
  by = "cat",
  type = NULL,
  what_color = NULL,
  by_color = NULL,
  length = 18,
  fortune = NULL,
  ...
)
```

Arguments

what	(character) What do you want to say? See Details.
by	(character) Type of thing, one of cow, chicken, chuck, clippy, poop, bigcat, ant, pumpkin, ghost, spider, rabbit, pig, snowman, frog, hypnotoad, shortcat, longcat, fish, signbunny, facecat, behindcat, stretchycat, anxiouscat, longtailcat, cat, trilobite, shark, buffalo, grumpyat, smallcat, yoda, mushroom, endlesshorse,

	bat, bat2, turkey, monkey, daemon, egret, duckling, duck, owl, squirrel, squirrel2, goldfish, alligator, stegosaurus, whale, wolf, or rms for Richard Stallman. Alternatively, use "random" to have your message spoken by a random character. We use <code>match.arg()</code> internally, so you can use unique parts of words that don't conflict with others, like "g" for "ghost" because there's no other animal that starts with "g".
type	(character) One of message (default), warning, print (default in non-interactive mode), or string (returns string). If run in non-interactive mode default type is print, so that output goes to stdout rather than stderr, where messages and warnings go.
what_color	(character or crayon function) One or more crayon -suported text color(s) or crayon style function to color what. You might try <code>colors()</code> or <code>?rgb</code> for ideas. Use "rainbow" for <code>c("red", "orange", "yellow", "green", "blue", "purple")</code> .
by_color	(character or crayon function) One or more crayon -suported text color(s) or crayon style function to color who. Use "rainbow" for <code>c("red", "orange", "yellow", "green", "blue", "purple")</code>
length	(integer) Length of longcat. Ignored if other animals used.
fortune	An integer specifying the row number of <code>fortunes.data</code> . Alternatively which can be a character and <code>grep</code> is used to try to find a suitable row.
...	Further args passed on to <code>fortunes::fortune()</code>

what

You can put in any phrase you like to the `what` parameter, OR you can type in one of a few special phrases that do particular things. They are:

- "catfact": A random cat fact from <https://catfact.ninja>
- "fortune": A random quote from an R coder, from `fortunes` library
- "time": Print the current time
- "rms": Prints a random 'fact' about Richard Stallman from the `rmsfact::rmsfact()` package. Best paired with `by = "rms"`.

by

Note that if you choose `by='hypnotoad'` the quote is forced to be, as you could imagine, 'All Glory to the HYPNO TOAD!'. For reference see <http://knowyourmeme.com/memes/hypnotoad>

signbunny: It's not for sure known who invented signbunny, but this article <http://www.vox.com/2014/9/18/6331753/sign-bunny-meme-explained> thinks they found the first use in this tweet: https://twitter.com/wei_bluebear/status/32910164578077

trilobite: from <http://www.retrojunkie.com/asciiart/animals/dinos.htm> (site down though)

Note to Windows users: there are some animals (shortcat, longcat, fish, signbunny, stretchycat, anxiouscat, longtailcat, grumpycat, mushroom) that are not available because they use non-ASCII characters that don't display properly in R on Windows.

Examples

```
say()
say("what")
say('time')

say("who you callin chicken", "chicken")
say("ain't that some shit", "poop")
say("icanhazpdf?", "cat")
say("boo!", "pumpkin")
say("hot diggity", "frog")
say("fortune", "spider")
say("fortune", "facecat")
say("fortune", "behindcat")
say("fortune", "smallcat")
say("fortune", "monkey")
say("fortune", "egret")
say("rms", "rms")

# Vary type of output, default calls message()
say("hell no!")
say("hell no!", type="warning")
say("hell no!", type="string")

# Using fortunes
say(what="fortune")
## you don't have to pass anything to the `what` parameter if `fortune` is
## not null
say(fortune=10)
say(fortune=100)
say(fortune='whatever')
say(fortune=7)
say(fortune=45)

# Using catfacts
# say("catfact", "cat")

# The hypnotoad
say(by="hypnotoad")

# Trilobite
say(by='trilobite')

# Shark
say('Q: What do you call a solitary shark\nA: A lone shark', by='shark')

# Buffalo
say('Q: What do you call a single buffalo?\nA: A buffalonly', by='buffalo')

# Clippy
say(fortune=59, by="clippy")
```

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