

Package ‘archeofrag.gui’

July 22, 2025

Type Package

Title Spatial Analysis in Archaeology from Refitting Fragments (GUI)

Version 1.1.0

Date 2025-04-09

Author Sebastien Plutniak [aut, cre] (ORCID:
<<https://orcid.org/0000-0002-6674-3806>>)

Maintainer Sebastien Plutniak <sebastien.plutniak@posteo.net>

Description

A 'Shiny' application to access the functionalities and datasets of the 'archeofrag' package for spatial analysis in archaeology from refitting data. Quick and seamless exploration of archaeological refitting datasets, focusing on physical refits only. Features include: built-in documentation and convenient workflow, plot generation and exports, exploration of spatial units merging solutions, simulation of archaeological site formation processes, support for parallel computing, R code generation to re-execute simulations and ensure reproducibility, code generation for the 'openMOLE' model exploration software. A demonstration of the app is available at <<https://analytics.huma-num.fr/Sebastien.Plutniak/archeofrag/>>.

License GPL-3

Repository CRAN

Encoding UTF-8

Imports archeofrag, dendextend, doParallel, doRNG, DT, foreach,
ggplot2, grDevices, igraph, shiny, shinythemes,

Suggests RBGL,

URL <https://github.com/sebastien-plutniak/archeofrag.gui>

BugReports <https://github.com/sebastien-plutniak/archeofrag.gui/issues>

NeedsCompilation no

Date/Publication 2025-04-09 13:40:02 UTC

Contents

archeofrag.gui	2
Index	3

archeofrag.gui	<i>archeofrag.gui</i>
----------------	-----------------------

Description

Launch the archeofrag.gui application

Usage

```
archeofrag.gui()
```

Details

This function launches the ‘archeofrag.gui’ application.

Note that the optional determination of graph planarity in the [archeofrag](#) package requires the RBGL package.

Value

Launch the ‘archeofrag.gui’ R Shiny application.

Author(s)

Sebastien Plutniak <sebastien.plutniak at posteo.net>

See Also

[archeofrag](#) [frag.simul.process](#) [frag.get.parameters](#)

Examples

```
# launching the app:
if(interactive()){
  archeofrag.gui()
}
```

Index

archeofrag, [2](#)

archeofrag.gui, [2](#)

frag.get.parameters, [2](#)

frag.simul.process, [2](#)