

# Package: convlog (via r-universe)

March 1, 2025

**Title** Read Mahjong Logs From 'tenhou.net/6' Format

**Version** 0.0.6

**Description** Offers wrappers for the 'convlog' crate from 'mjai-reviewer' <<https://github.com/Equim-chan/mjai-reviewer>> that can directly read mahjong logs from 'tenhou.net/6' format into tibbles.

**License** Apache License (>= 2)

**Depends** R (>= 4.1)

**Imports** purrr (>= 1.0.3), ratelimitr, RcppSimdJson, tibble

**Suggests** curl, dplyr, testthat (>= 3.0.0)

**Config/testthat/edition** 3

**Encoding** UTF-8

**Roxygen** list(markdown = TRUE)

**RoxygenNote** 7.3.2

**SystemRequirements** Cargo (Rust's package manager), rustc

**Repository** <https://paithiov909.r-universe.dev>

**RemoteUrl** <https://github.com/paithiov909/convlog>

**RemoteRef** HEAD

**RemoteSha** 0c50b44e94427f16649005d50520c2620f3e799f

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read-tenhou6                      *Read and parse 'tenhou.net/6' format log*

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## Description

Reads and parses 'tenhou.net/6' format JSON files while transforming them into 'mjai' format.

## Usage

```
read_tenhou6(file, .progress = FALSE)

read_remote_mjlog(logid, .progress = FALSE)

read_mjlog(file, .progress = FALSE)
```

## Arguments

file	A character vector. This argument is simply passed to <code>scan()</code> , so each element can be either a path to a local file or a URL.
.progress	Whether to show progress bar for <code>purrr::map_chr()</code> .
logid	A character vector that represents identifiers of log files.

## Details

`read_remote_mjlog()` internally reads remote JSON files corresponding to `logid`, and converts them into the same format as `read_tenhou6()`. Note that `read_remote_mjlog()` is rate-limited to 2 requests per second to access the server.

Alternatively, `read_mjlog()` can directly read local 'MJLOG' XML files while converting them into 'mjai' format. This function returns almost the same result as `read_tenhou6()`, but they are not exactly the same. As far as I have noticed, the differences are:

- `tehai` in `game_info` are not arranged.
- `reach_accepted` events are always inserted immediately after the `reach` event in this implementation, even when the `reach` indicator was melded by another player. Due to this, numbering style of `round_id` is also different than in `read_tenhou6()`.
- `tsumogiri` detection is much stricter than in `read_tenhou6()`. Even after melds, if the discard is the same as the previous draw, it is considered a `tsumogiri`.
- `ura_markers` are not revealed when there is no "doraHaiUra" attribute.

## Value

A named list that contains following elements:

- `game_info`: A tibble that contains information about the games.
- `round_info`: A tibble that contains information about rounds.
- `paifu`: A tibble that represents paifu.

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